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CUBE



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NO. 33

NO. 33

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RESIDENT EVIL 4

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- NINTENDO DS FIRST LOOK

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GAMES!

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OF ZELDA

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FIRST SHOTS

PIKMIN 2

Blooming heck – it's the first
review of Nintendo's flower-
powered RTS sequel!

REVIEWED

OVER 50 GAMES INSIDE!

FULL DETAILS
PAGE 6

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WELCOME



THE WAITING AND

wondering is over. E3 finally arrived and brought with it all the goodness we'd hoped for. Resident Evil 4 is stunning, Metroid Prime 2: Echoes is going to change

the way you see the Metroid universe, The Legend of Zelda will answer four million prayers and Nintendo itself has pledged to carry the fight to the other console manufacturers. Although various developers have jumped ship in the last few months it's significant that the three most important and prolific publishing houses are still very much on board. EA, Ubisoft and Activision all revealed comprehensive line-ups and the announcements of new titles like the intriguing Dead Rush (more on that behind-closed-doors title next issue) emphasise that none of these companies are about to dump the GameCube.

The DS is going to remain the subject of much debate up until it launches (Japan and the US at the end of the year, Europe in the first quarter of 2005). The machine is compact but a little clunky-looking compared to the svelte form of the PSP. The fact that the launch of both systems will occur almost simultaneously in each territory ensures there will be no place to hide, but at this stage the smart money would go on Sony appealing to people who would never have previously considered buying a handheld. DS on the other hand will be more of a serious gamer's toy. That could change if Nintendo gets the

marketing right, but that's a big if. Check out our special report for all the stats, details and a comprehensive list of all the titles in development, on pages 16-17.

Now we can settle down for the rest of the year safe in the knowledge that there's a ton of choice gaming coming our way. It will perhaps be a defining few months for Nintendo, but ear-wiggling on many conversations over three days in Los Angeles offered some interesting insight. The game everyone was talking about wasn't Halo 2 or Metal Gear Solid: Snake Eater. RE4 captured the imaginations of the onlooking masses like no other title. Snowballing word of mouth publicity can only help to push the GC back into people's awareness and could in turn lead to increased sales and development.

As for us, we're happy as badgers. Our deadline was tight but we've managed to cram a whole bunch of E3 stuff into this issue so you can see for yourselves what a packed few months lie ahead. Go read it now. You will be tested.

Miles Guttery
Editor

AT A GLANCE

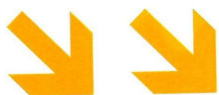
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CUBE

ISSUE THIRTY THREE

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★★★★★
PAGES 6 & 7
★★★★★



CUBE – just been out jogging in Hyrule field – man it's getting busy out there...



LEGEND OF ZELDA

08 The stuff that Nintendo gamers' dreams are made of...



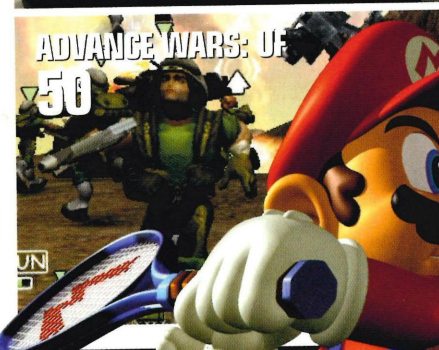
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METROID PRIME 2

10 Space Pirates are the last of your problems right now...

UP FRONT

The biggies at E3 and there's three of them, coincidence? We think not.
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GCN

Scavenging around the world of Nintendo searching and stealing all the latest news for you to gorge your brain on. Read and learn. 12

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NETWORK CUBE

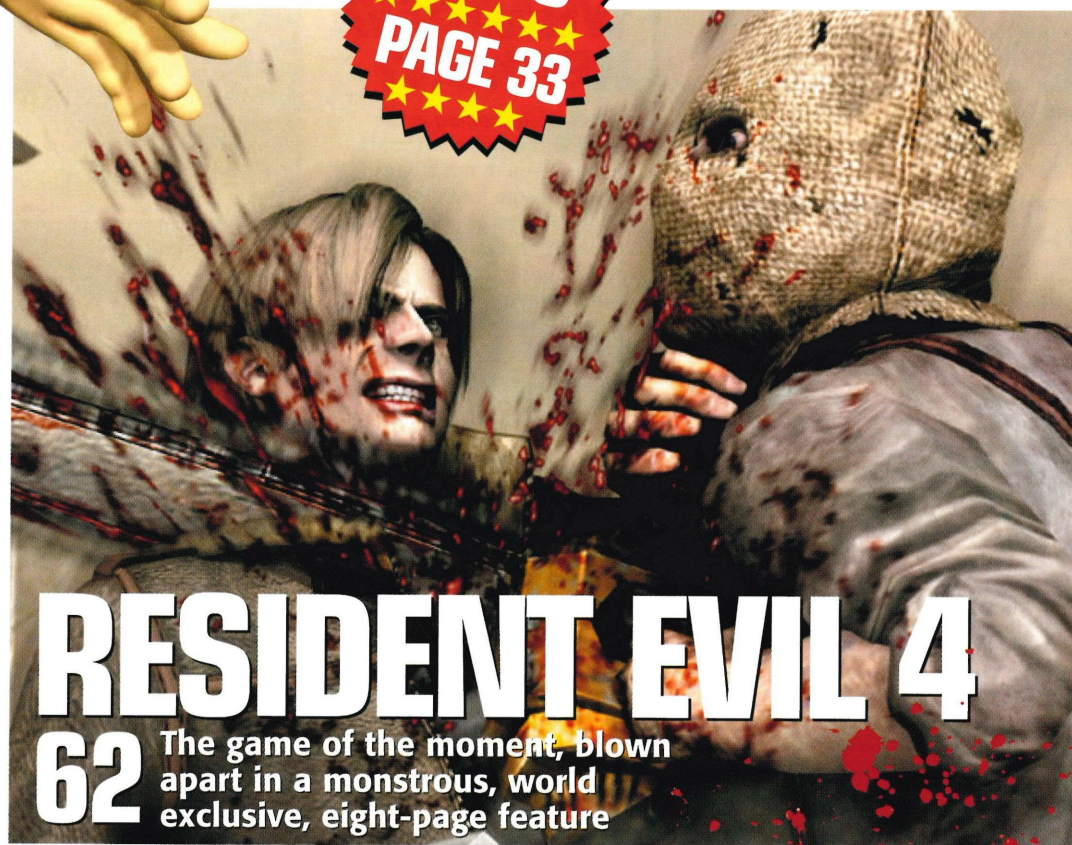
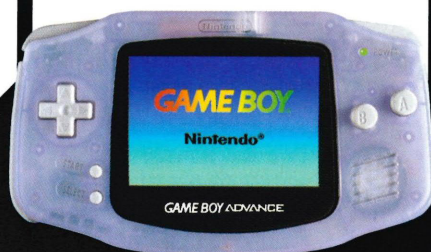
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ADVANCE

A little console with more games than any other, weird, no?

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RESIDENT EVIL 4

62 The game of the moment, blown apart in a monstrous, world exclusive, eight-page feature

MILES' E3 2004 DIARY

40 We delve deep into the mind of our very own Miles, and put all his sweaty E3 adventures into one 'toit' little feature.

There's sweat, there's blood, but most importantly, there's a lot of love. Secrets, spoilers and lots more within these very pages...



POSSIBLY THE GREATEST FREE GIFT EVER! ON THE DISCS

Your monthly fix of brand new videogame footage and cheats for four of the GameCube's biggest games.

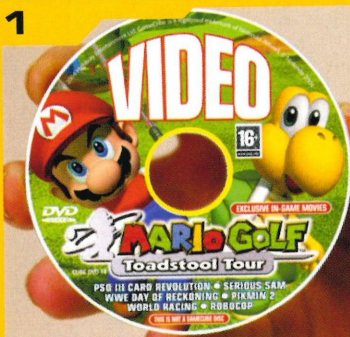


AT LONG LAST we've managed to get you some quality footage of the rather top-looking *WWE Day Of Reckoning*. We had to wrestle it from Booker T's iron grasp (we did 'The Worm') but it was worth it. Oh, and we've got another selection of outstanding cheats as well: *Beyond Good & Evil*, *RE CODE: Veronica X* and *Harvest Moon*. Come on, admit it, we spoil you!

USING THE DVD

SLAP IN AND PRESS PLAY

1



It may be GameCube disc-shaped, but sadly it won't work in your GameCube.

2



The VIDEO disc will only work in a Region 2 or multi-region DVD player, see?

Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

ON THE DVD

WHADDAYA RECKON?

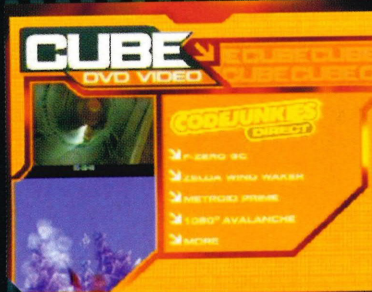
■ *Day Of Reckoning* is the biggie this month: it doesn't matter if you're not a wrestling fan, this game looks very nice indeed. We've also included some *Mario Golf* footage to celebrate the fact that Nintendo has finally decided to release it in Europe. Thanks for that, guys.

- **WWE DAY OF RECKONING**
- **WORLD RACING**
- **PSO III CARD BATTLE**
- **ROBOCOP**
- **SERIOUS SAM**
- **MARIO GOLF**
- **PIKMIN 2**



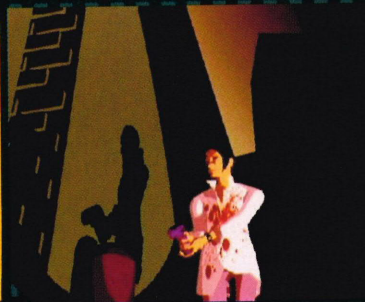
DVD MENU OPTIONS

When you insert the VIDEO disc you'll see the main menu from which you can make your selection



VIDEO DISC FRONT PAGE

Navigate using your remote control.



JUST LIKE THE MOVIES

Choose from a whole load of movies.



CODE JUNKIES DIRECT

There's a new girl in town.



ON THE CHEATS DISC



WARNING

Using these cheats may permanently damage your game save files. **CUBE** advises you to remove your Memory Card before using the Cheats Disc. **CUBE** takes no responsibility for corrupted saves.



No need to make the dog perform for his food any longer: with the Cheats Disc you'll always have enough grub!

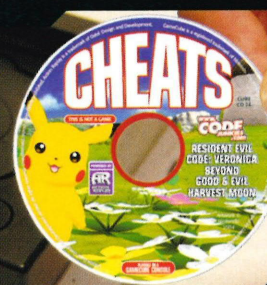
- **RESIDENT EVIL CODE: VERONICA X (PAL)**
ZERO SAVES
INFINITE AMMO/WEAPONS
- **POKÉMON CHANNEL (PAL)**
INFINITE CASH
- **HARVEST MOON: A WONDERFUL LIFE (PAL)**
TONS OF CASH
ALWAYS FOOD IN THE BARN
ALWAYS HAVE CHICKEN FOOD
FOOD BINS ALWAYS FULL
- **BEYOND GOOD & EVIL (PAL)**
INFINITE HEALTH: JADE
INFINITE HEALTH: PAIGE
DIGITAL ZOOM
HAVE ALL MDISKS

USING THE CHEATS

CHEAT TO WIN

Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. Then ruin all your favourite games, waste your money and more than likely feel a little dirty. The shame.

1



Simply slap it in and boot up your machine...

2



...then follow the simple prompts.

NEXT MONTH

Games, games, games: that's what the GameCube is all about, and we have to struggle every month to decide what gets on the VIDEO Disc. Check out what you'll be watching on your TV next month, below...

THE GAMES...

- WIND WAKER 2
- METROID PRIME 2
- NEED FOR SPEED NEXT
- GOLDENEYE: RA
- TIMESPLITTERS: FP
- PRINCE OF PERSIA 2
- RESIDENT EVIL 4
- PSO III CARD BATTLE

UP FRONT

CUBE

INFORMATION

THE LEGEND OF ZELDA

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ACTION ADVENTURE

PLAYERS: 1

WHAT'S NEW

✓ NEW SCREENS

✓ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✗ CHARACTER INFO

✗ STORYLINE SPOILERS

WOW: What can we say? Together with *RE4*, this new *Zelda* is showing us what the GameCube is really capable of.



2005



2005



2005

**Stop reading this and
look at the pictures.
Now.**



⬆ Just look at him! Just look at him! In this scene, his eyes follow the camera! WOW.



⬆ It's like something out of *Lord Of The Rings*, but 1,000 times cooler.



"WE DREAMED OF IT, BUT WE WERE NEVER EXPECTING IT TO ACTUALLY HAPPEN!"

UP FRONT
THE LEGEND OF ZELDA

They look like those lizard dudes from *Warhammer*...



This forest looks peaceful and quiet. If only Link knew.

THE LEGEND OF ZELDA

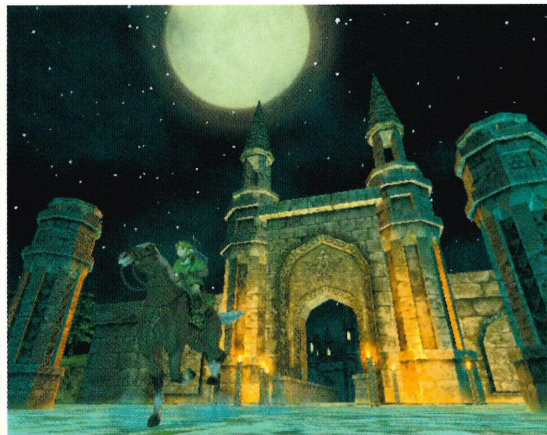
THE RUMOURS OF a realistic looking *Zelda* have been doing the rounds for years, and although everybody knew that we'd see one eventually, nobody expected it at this E3, what with the title '*Wind Waker 2*' being so prominent on release schedules and fans' lips. However it seems that for once, Nintendo has been listening to its audience. Nobody was prepared for this. With all of the DS news, and *Metroid Prime 2* and everything else, Nintendo would have had a fairly good E3 showing... but this has tipped them over the edge. We all love *Wind Waker*, with its timeless style and classic gameplay, but this is something completely different. Using a modified *Wind Waker* engine and utilising some of the features that worked so well in the last game (such as the eye-tracking system and sweeping camera angles), coupled with the large open areas and forests we've seen, this looks to be

an extremely dynamic, 'free' *Zelda*. Gameplay details are thin on the ground at this stage, but we also know that you'll be able to knock enemies from their mounts – be they horses, or what look to us like hogs. Watching the video, with these mounted Moblins charging towards you through a hazy-orange evening, we get the distinct impression that things will be far more epic this time around. Gannondorf's grip on Hyrule is certainly stronger than ever. If you need any more confirmation of this, then just look at the dark, gritty brown textures and muddy-looking forests. Hyrule looks oppressed and unnaturally dark. This could be Link's most desperate fight yet, and looks to move him to a narrative maturity that goes further than people would ever expect from Nintendo.

Miyamoto-san, brandishing a sword and shield, stated that: "I am not Link, but I do know him! Even

after 18 years *The Legend Of Zelda* never stops changing and this game is no different. We are now taking you to a world where Link has grown up – a world where he will act different and look different. In order to grow, Link must not stand still and neither will I. Thank you and goodbye." His message is sure to set a fire in the hearts of Nintendo fans worldwide. It would be easy to suggest that Nintendo has 'sold out', as it were, and surrendered its artistic vision that was displayed in the *Wind Waker* to please its fans, but looking at the screenshots, we can't help but feel that this looks like the natural evolution of *Ocarina Of Time*. Besides, who cares either way? We've seen that Nintendo can listen to fans when it wants to, and if this is any indication of how far the GameCube can be pushed, then lord knows what we'll be seeing from the Nintendo in the future.

CUBE



This huge monster lunges at you with his fiery chains.

CUBE

INFORMATION

METROID PRIME 2: ECHOES

PUBLISHER: NINTENDO

DEVELOPER: RETRO STUDIOS

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1-4

WHAT'S NEW

- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✓ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **SEE THE LIGHT!** Samus travels between light and dark worlds in these all-new screens.



DEC '04



Q1 '05

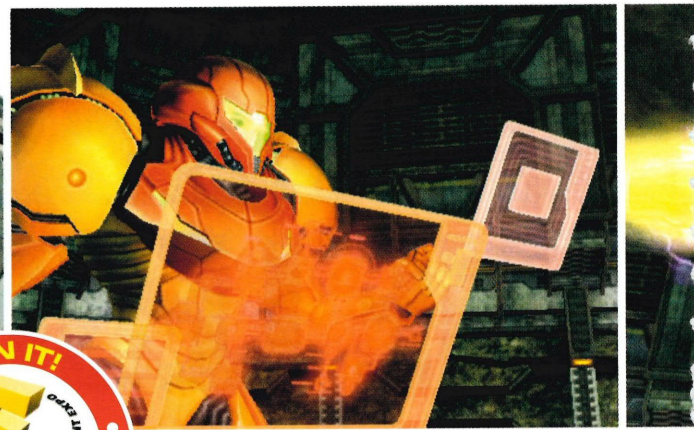


15 NOV '04

METROID PR



And there she is: Dark Samus... a worthy opponent indeed.



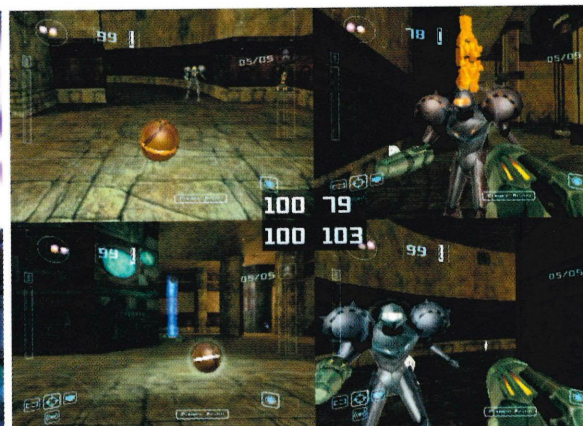
There are some sweet new graphical effects in the sequel.



"A DARK SAMUS HUNTS YOU DOWN WITHOUT RESTRAINT THROUGH THE ENTIRE GAME"

UP FRONT
METROID PRIME 2: ECHOES

PRIME 2: ECHOES



For every action, there is an equal and opposite reaction...

NEVER HAS THAT particular rule of physics been more true than in the sequel to the highest scoring GameCube game thus far. In fact, it provides the very backbone for the game. It's been a year since we first clamped our eyes on the first footage of Retro Studios' follow-up to *Metroid Prime*. Just last month we brought you the first official shots of the game, but only now have we actually been able to get our hands on it and see what it's all about. From the screenshots the basic game admittedly looks very similar to its little brother, but appearances can be very misleading: such is the case here. *Metroid Prime 2: Echoes* is a very different game.

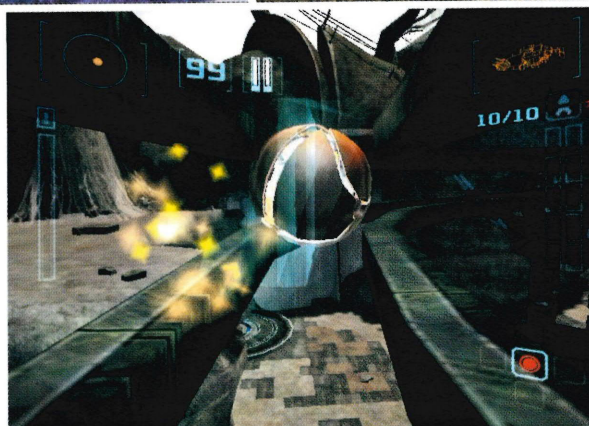
The story goes that Samus is in the process of investigating an abandoned Federation ship when she inadvertently gets hit by an electric storm. She soon learns that this was no freak occurrence, and that creatures born of darkness, the Ing Horde, have managed to create a tear in space-time, and have come through to attack the Luminoth (beings of the light world). Essentially this means that there are now two dimensions: the light and the dark. For everything in the light world there is a

dark equivalent... there is even a Dark Samus, which hunts you down without restraint throughout the entire game. More dangerous than either of these enemies though is another dark creature, which is growing stronger with every minute that passes.

In a nod to *Ikaruga*, enemies are far more vulnerable to their opposite energy, and Samus will have to swap between different types of weapons if she's to last more than a few minutes. Some weapons are fuelled by standard ammo, but the Dark and Light Beams can only be replenished by collecting Dark and Light Matter. This fuel is dropped by enemies once they pass away.

Retro has confirmed that there will be a Morphball Cannon, a Screwball attack, an Echo Visor and at least one more new visor. For now though that's all it's willing to say. On the surface then, *Echoes* is a continuation of the *Metroid Prime* theme set in different surroundings. The inclusion of the dark and light dimensions however, makes this a very different gameplay experience. *Echoes* is to *Prime*, as *Wind Waker* is to *Ocarina Of Time*. We want this now. Tune in next month when we'll blow the E3 demo apart!

CUBE



⬆ Multiplayer matches will be far more tactical than other multiplayer shoot-'em-ups.

⬅ There are bound to be new Morph Ball techniques in the game.



⬆ The Space Pirates make a return... as if you're not busy enough.

CUBE

INFORMATION

STAR FOX

PUBLISHER: NINTENDO

DEVELOPER: NAMCO

ORIGIN: JAPAN

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

WHAT'S NEW

- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✓ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **Peasing in motion:** These screens might not look all that different to the last batch, but in motion it's a different story.



DEC '04



04 '04



29 NOV '04

⬇ Namco is still holding back the main single-player shots.

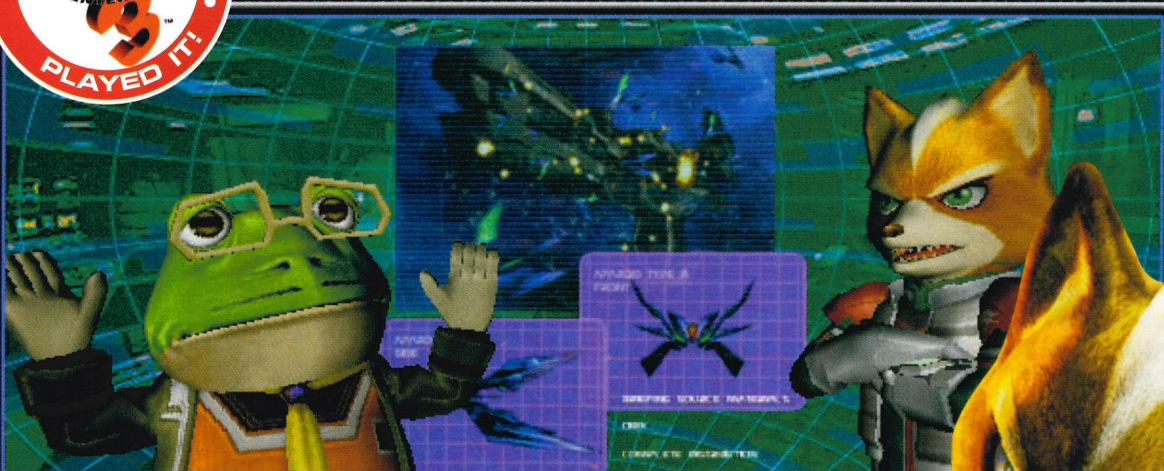


Blast away with Fox and friends

STAR FOX



BRIEFING



Beltino

An entire fleet was destroyed by a sole Aparoid.

⬆ Can you believe Slippy's dad makes a cameo? Cheeky so and so...

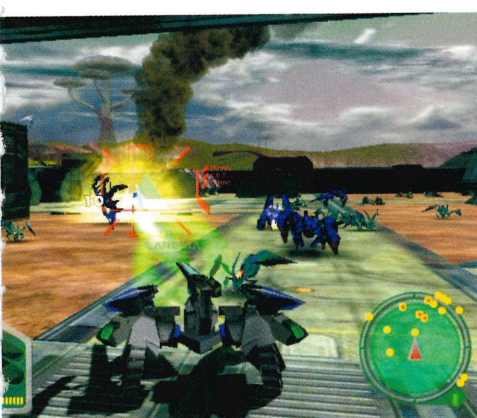
(A) SKIP (START) QUIT

ONE YEAR ON from *Star Fox's* first unveiling and Namco is still choosing to hold back on the single-player mode. All very odd when you consider that the word on the Nintendo street is that the game is nearly finished... but we digress. So far we've played plenty of the multiplayer game, and as you probably already know, it's all based around arena combat with up to four players.


The first thing you'll notice when picking up the pad is that the controls for *Star Fox* are very strange. Instead of the analogue stick being used to manipulate your character's speed, the trigger is employed to get you running forwards, and the trigger is your strafe button. The direction in which you choose to strafe or run is commanded by the analogue stick while one of the triggers is pressed. It's all very odd, but once you've become accustomed to it,

"WE CAN'T HELP BUT WONDER IF THE CONTROL SCHEME IS DIFFERENT MERELY FOR THE SAKE OF IT"

UP FRONT
STARFOX 2




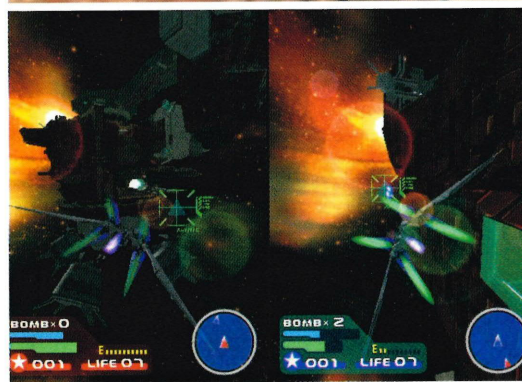
perfectly acceptable – although we can't help but wonder if the control scheme is different merely for the sake of it.


What makes this slightly different to other Deathmatch combat games that we've been playing since the dawn of console gaming, is the inclusion of vehicles. Dotted around the arenas you'll find all kinds of toys to jump into, from tanks to railcars – and sometimes Arwings. And this is one of the exciting bits: after jumping into an Arwing and doing all of the barrel rolls and loops that you've become accustomed to since the SNES days, you can press the  button, which will make you clamber out of the cockpit and prance about on the wing independently from the vehicle! The only problem with this is that your Arwing has no control at this point, and there's every chance that it will come to an abrupt stop with the aid of a tall building. The design of the battle arenas also means that those stuck on foot aren't at a total loss, with plenty of cover offering the unlucky plodders the chance to blast at your ship as it cruises by. So, taking an Arwing out for a spin can sometimes be a risky venture. This element of balance is what helps save *Star Fox* from being just another battle game. There doesn't seem to be much more to it, but what is there is awfully good fun, and the gameplay is fast and locked at 60 fps. If you're one of those weirdos with a fur fetish, then keep a look out for Krystal in her all-too revealing armour too – that will be worth the asking price alone... maybe.

CUBE



 The ground battles are rammed full of action.



 Now if this is two-player co-op we'll be very excited!

 Like the Arwings, the Landmaster can roll to either side.





GCN

GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

VIVA LA REVOLUTION

Coverage of Nintendo's best pre-E3 conference in years. We came, we saw, we thoroughly enjoyed...

PAGES 14-15



SPECIAL REPORT

We pass-on every little bit of information we have on the Nintendo DS. New info, new artwork and new screens. Joy!

PAGES 16-17



NEWS IN BRIEF

More news coverage than you can shake a stick at! A *Prince Of Persia 2* interview and a picture of Iain Lee with some kids...

PAGE 18-19



TAK TAKES OVER

News on the brand new *Tak* game, plus a lovely little interview with the people behind it. Check this page for plenty of monkey lovin'!

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VANISHING POINT

Where exactly do we go from here when it comes to games development? Are there really any new genres to be invented?

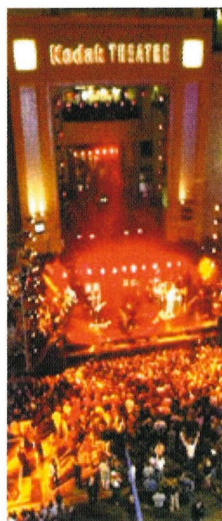
PAGE 22



CHARTS/RELEASES

The latest UK release list, CUBE's Most Played games of the month, and the official GameCube charts... nice.

PAGES 24-25



The Kodak Theatre, the place to hold an event when it comes to Los Angeles.



And here's the inside. Imagine having that many avid gamers and journos in one room...



VIVA LA RE

Nintendo owns E3 2004, hands down

LAST YEAR'S E3 was the worst of Nintendo's career. It so successfully managed to avoid giving gamers what they wanted that many started to predict the company's downfall. The main problem stemmed from the fact that Nintendo refused to be drawn into the stylised adult market, instead stubbornly choosing to stick to what it does best. E3 2004 however, was a very different story. This year we have seen a very different Nintendo: a determined and aggressive, yet innovative and inspirational Nintendo, the likes of which has never been seen before. Nintendo hands-down owned this year's show, and here's why...

Most people's minds were made up before the show had even begun, such was the impact of the pre-E3 Press Conference. Firstly, George Harrison (NOA) took centre stage and introduced some video footage showcasing the big up-and-coming games. *Metroid Prime 2*, *Geist*, *Advance Wars*, *Mario Tennis*,

Resident Evil 4 and many more. The trailer went on and on and on, seemingly never-ending in its showcase of Nintendo products on the horizon. At this stage we were impressed, but we'd already seen everything on show. It was nice to see a good mixture of adult and youth-orientated titles though.

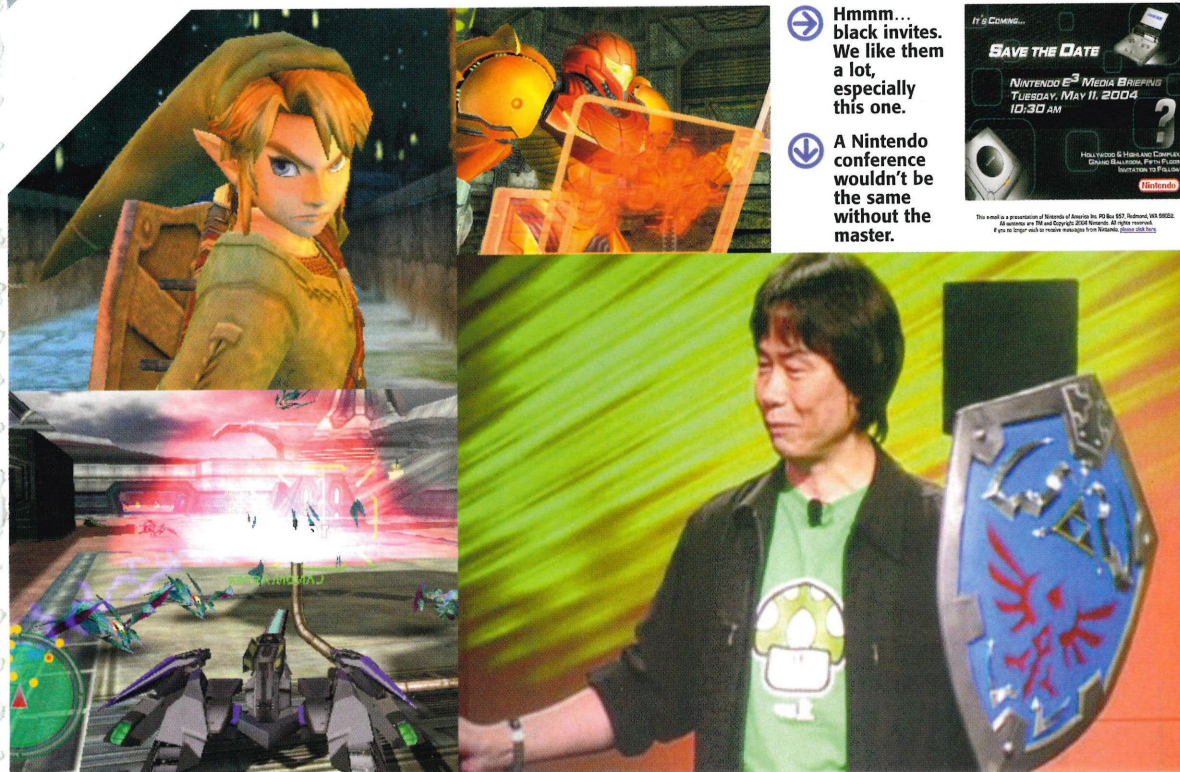
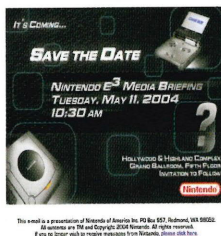
Next Reggie Fils-Aime (Exec VP of Sales and Marketing) took to the stage to introduce us to the next stage of the conference. This guy is superb: charismatic, confident and exactly the right person to be representing Nintendo to the world. Cue a video of around a dozen high-ranking representatives of major publishers, telling the crowd why they were so excited about the Nintendo DS. Then Reggie pulled the actual unit out of his pocket and held it up high. The crowd cheered, but it wasn't until Reggie slowly but surely revealed the specs of the machine, that the possibilities of the hardware sank in. By the end of the presentation, the

"WHEN THE IMPACT OF THE NEW HOME MACHINES COMES, OUR 'REVOLUTION' WILL BE THERE"

SATORU IWATA, PRESIDENT NCL

➤ Hmm... black invites. We like them a lot, especially this one.

➤ A Nintendo conference wouldn't be the same without the master.



VOLUTION

atmosphere in the theatre was one of extreme excitement. You can read much more about the DS by turning the page.

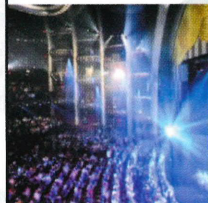
By this point it was NCL president Satoru Iwata's turn to have his say. The Nintendo head-honcho had brushed up on his English considerably since the last time we saw him, which subliminally went a long way to proving Nintendo's commitment to the western world. Iwata-san talked about how Nintendo always innovates and always sets the industry standard, and touched upon the future: "Today's consoles already offer fairly photo-realistic expressions... I want you to know that Nintendo is already working on its next system, and that system will create a gaming revolution. When the impact of the new home machines comes, our 'Revolution' will be there. Work on Revolution is well underway. When you see it you will be excited because you will experience a gaming revolution."

At this point we already had enough to fuel us, but Nintendo still had something special up its sleeve. It was at this point that Nintendo dropped the bomb: all this time, the *Wind Waker 2* project that Nintendo had openly talked about, was actually an all-new *Zelda* game in the style of the realistic *Spaceworld '00* demo! As the *Lord Of The Rings*-style trailer ran, the crowd went into a state of euphoria. Never have we seen such a reception, and it was clear that Nintendo was now willing to listen to what the world wanted. To top it all off, Shigeru Miyamoto came on stage with a life-size shield and Master Sword, and gave a short speech, in English. Again, this is a first – all previous speeches have always been translated.

Nintendo has given in just a little to the whims of the gaming world, but even that ounce of humility has put it in the best position it has ever been in.

CUBE

➤ We were there! While the Americans whooped we sat, unphased. We're too cool.



Nintendo

CONFERENCE HIGHLIGHTS

IT WAS ALL GOOD, BUT HERE ARE THE BEST BITS

1. THE SHOWCASE

George Harrison introduces a two-minute long trailer showcasing all the GBA and GC games that Nintendo will have on display at the show. Hit after hit after hit, right there in your face. It was impressive.

2. REGGIE FILS-AIME

This man made the conference. He oozed confidence and charisma, and we're well pleased that Nintendo chose to put him on the stage. The Sony and Microsoft conferences were snooze-worthy in comparison.

3. THE DS UNVEILING

Nintendo let the developers do the talking, before shocking the audience with news of 'no-line' Wi-Fi networking. Not a soul in the theatre left with any doubts as to the DS' potential.

4. NINTENDO REVOLUTION

No details, no demos and no pictures, but knowing that work is well underway, and seeing Nintendo's new-found confidence is all we need to believe that it will truly be a revolution in gaming.

5. THE LEGEND OF ZELDA

Only Nintendo can keep secrets as well as this. The irony is that Nintendo has been openly talking about it for months: we just never guessed that Nintendo would actually give us what we really wanted. We're in heaven.



NINTENDO DS



Wi-Fi Compatible

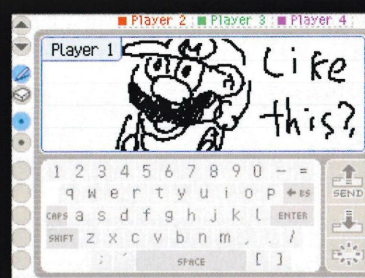
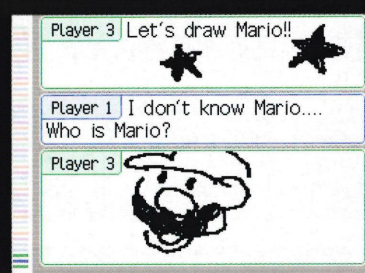
WHAT CAN
IT DO?A SMALL SELECTION OF
NINTENDO'S SHOWCASES

METROID PRIME: HUNTER

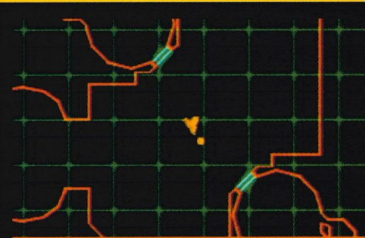
This demo takes on the form of a four-player LAN deathmatch, where players must use the stylus to rotate the camera, aim, fire and morph. The top screen is used to show the map. This looks so close to *Metroid Prime* it's unbelievable.

PICTOCHAT

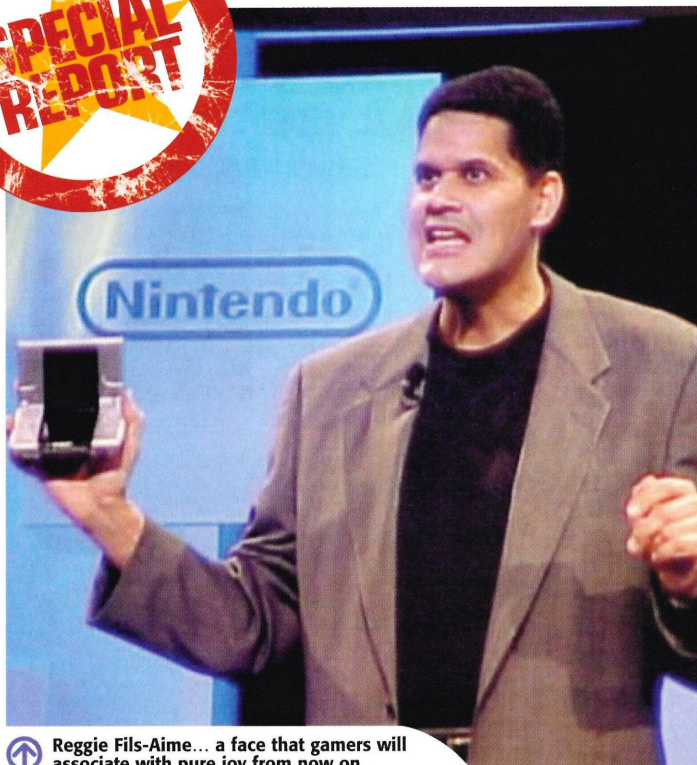
This demo shows what kind of networking options the unit provides. Up to 16 people can link up and exchange messages and self-created pictures. The in-built keyboard shows up on the lower screen while the message or picture shows up on the top screen.



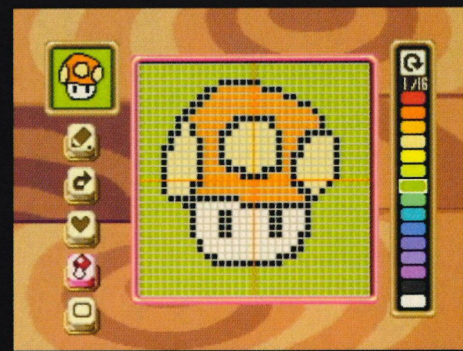
How can you not know who Mario is? You have to worry about some people...



Hunters looks very close to *Metroid Prime*. We're very happy.



Reggie Fils-Aime... a face that gamers will associate with pure joy from now on.



NINTEND

Nintendo
unveils
"the
Developers'
System"

FOR MONTHS NOW the games industry has been rife with rumours as to exactly what Nintendo's new handheld would offer. On Tuesday 11 May Nintendo finally revealed the unit to an eager audience at LA's Kodak Theatre, and do you know what? Most of the rumours were true.

While most of us would think of the letters D and S as standing for 'Dual-Screen', Nintendo is of a different opinion. As far as it's concerned, these letters stand for something far more important: "Developers' System." Indeed, Nintendo sees its new baby as the machine that will set developers' imaginations free. From what we've seen at E3, and heard from many games designers, we'd have to agree wholeheartedly. What follows is everything you need to know about the 'little machine that will'. We must emphasise that nothing about the unit is finalised. Small changes to the design are bound to occur between now and the end of the year (just as they did with the GameCube controller) and 'Nintendo DS' will not be the final name.

DIMENSIONS: The Nintendo DS in its current form, is about the size of the standard GBA. There are no set dimensions yet, because the

unit is not finalised. The unit opens up in a clamshell style to reveal two screens, a Start and Select button, a Light On/Off button, and four face-buttons.

SCREENS: As previously reported, the two screens are powered by one ARM7 chip and one ARM9 chip. Both screens will be backlit. The lower of the two screens will be touch-sensitive, much like the newer PDA units. You can either choose to input commands with the tip of your finger or the supplied stylus. This screen has a protective film over it to avoid over-zealous stabbing-related damage.

NETWORKING: Using similar technology to the new GBA wireless link-up device, the DS will offer 16-player wireless LAN gaming. Nintendo is guaranteeing operation within 30-feet, but we already know from our experience with the Wavebird that this is a very conservative estimate. Better still is the news that the DS contains Wi-Fi technology, allowing the unit to basically go online. You'll be able to link-up with DS owners across the country without any wires.

OTHER FEATURES: There is a regular headphone socket built into the unit so that you can listen to the superb 16-channel sound that the unit





"THE LOWER OF THE TWO SCREENS WILL BE TOUCH-SENSITIVE, MUCH LIKE THE NEWER PDA UNITS"

0 DS

can produce. A microphone port has been included for those developers who want to feature voice recognition in their games. The unit is powered in much the same way as the SP, thus it can be charged. The DS has two cart bays: one for the stamp-sized DS titles and one for GBA carts. Yes, the DS is backwards compatible, allowing for instant access to over 500 games from the very beginning.

GRAPHICS: Both screens are capable of displaying an impressive level of 3D graphics. Already we've seen *Metroid Prime: Hunters*, which looks shockingly close to its GameCube counterpart. At this stage we're looking at 3D graphics that lie somewhere between the N64 and the GameCube. One thing we're not sure about is how the power can be divided up. For instance, if a developer chooses to use one screen as an interactive 2D map, can the spare processing power be used to create more impressive graphics on the other screen? Only time will tell.

So what does this all mean? Put simply, it means that the Nintendo DS is a very exciting piece of kit. The developers already know it, and every major publisher in the world is signed up to get a piece of the action. Here are just some examples of what can be done with the new kit:

Touch-screen: imagine the possibilities. With *Metroid* you could have the map on one screen and use the stylus to zoom in on areas and rotate the map. In a strategy game you could drag your troops to where you want them and choose commands, all with the stylus. *Wario Ware* has already shown that the touch-screen can be used in totally different ways as well. You get marked on how well you can draw a straight line, or how fast you can rotate an on-screen face. Sonic Team is developing a game that's based around the act of rubbing the screen!

Networking: this is a huge step for Nintendo, and one that proves it is very serious about the online world. It just needed to find the right way of doing it, and the DS provides the first example of Nintendo breaking into that world. The network options allow you to use the DS as an instant messaging service, and the software-based keyboard is built in to deal with this.

There's a hell of a lot more to say about this little machine, but with all the important games we have to cover this month we simply don't have the room. You can be sure that we'll be breaking it down in a feature for you very soon though.

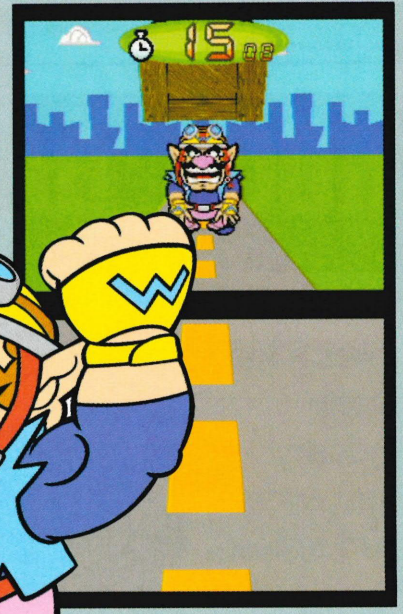
⤴ This isn't the final design, but the general shape and layout is unlikely to change before launch.



THE WHOLE NINE YARDS

A LIST OF EVERY TITLE IN DEVELOPMENT

GAME	PUBLISHER
SPIDER-MAN 2	ACTIVISION
MOBILE SUIT GUNDAM SEED	BANDAI
ONE PIECE	BANDAI
DRAGON BALL Z	BANPRESTO
VIEWTIFUL JOE DS	CAPCOM
GYAKUTEN SAIBAN	CAPCOM
MEGA MAN NETWORK	CAPCOM
NEED FOR SPEED	EA
BOMBERMAN DS	HUDSON
DYNASTY WARRIORS	KOEI
FROGGER 2005	KONAMI
METROID PRIME: HUNTERS	NINTENDO
PAC 'N' ROLL	NAMCO
PAC PIX	NAMCO
MR DRILLER	NAMCO
NAMCO RPG	NAMCO
PICTOCHAT	NINTENDO
PIKACHU GAME	NINTENDO
SUPER MARIO 64X4	NINTENDO
TABLE HOCKEY	NINTENDO
WARIO WARE DS	NINTENDO
ANIMAL CROSSING DS	NINTENDO
NEW SUPER MARIO BROS	NINTENDO
MARIO KART DS	NINTENDO
NINTENDOGS	NINTENDO
FINAL FANTASY CRYSTAL CHRONICLES	NINTENDO
PROJECT RUB	SEGA
SONIC DS	SEGA
DRAGON QUEST MONSTERS	SQUARE-ENIX
EGG MONSTER HEROES	SQUARE-ENIX
MONSTER RANCHER	TECMO
TEAM NINJA GAME	TECMO
SPONGEBOB SQUAREPANTS	THQ
RAYMAN	UBISOFT



CUBE

SOUND
BYTE

"THERE WILL NOT BE A SUFFICIENT REWARD IN EXCHANGE FOR THE HARDSHIPS THEY HAVE TO ENDURE"

NCL president Satoru Iwata on Xbox developers. Ouch!

M\$NEY, M\$NEY, M\$NEY!

Nintendo investors come crawling back



NINTENDO'S INVESTORS HAVE had to eat a slice of humble pie after recent analytical reports on the Nintendo DS have come back glowing. Since Sony announced plans to launch the PSP last May, Nintendo's share prices plummeted 16%, although new data from the financial reporters at Bloomberg suggest that fears over Sony's portable device into the handheld market were overblown.

This turn-about has happened due to the better understanding of each portable console's role in the market as further information on the DS and PSP has been released: "Sony's PSP is more directly targeted at adults," said Shinko Investment Trust Management Co's senior analyst Takashi Okatani, "that's better understood now". Faith has been restored in Nintendo, now it is believed that Sony and Nintendo are not competing for the same market. NWQ Investment fund

manager Peter Boardman supports Okatani's predictions, believing the inflated price of the PSP (estimated to retail between \$250 - \$400 (or £140-£225) upon its release) will put many parents off buying the device when the Nintendo DS is available: "Parents would be a lot more willing to pay \$99 than \$400. Nintendo's strategy is good. There is the kids' game machine." Tie this in with Nintendo's dominance and proven history in the portable games market and massive library of games, it seems like the sensible investment.

This news couldn't have come at a better time for Nintendo, who took a recent bashing as a result of a crash in the value of the dollar, which caused a 47% drop of its profits from the previous year, despite strong sales of the Game Boy Advance SP and GameCube.

It's nice to know that it's not all doom and gloom in the world of Nintendo.

CUBE

Being so highly priced, investors see Sony appealing to the adult market only.

TRAILER OF THE MONTH

This month, we check out the latest instalment of Namco's popular franchise *Tales Of Symphonia*. Designed by renowned artist Kosuke Fujishima, the stunning RPG is out in the US this summer, although no UK date has been confirmed.



GOOD, BAD, AND THE UGLY

CUBE

takes a look at the industry's best, worst and ugliest

GOOD: Nintendo

FINALLY! SOME GOOD news for Nintendo. Rumour was rife at E3, stating that *Mario* and *Zelda* creator, Shigeru Miyamoto, would be retiring. Nintendo quickly dispelled the rumour, referring to it as "absolute nonsense" so we can expect plenty more gems of gaming to come our way in forthcoming years.

In other news, Nintendo went away with a handful of trophies at the recent Game Stars awards on iTV (hosted by Jordan, Gary Lucy

and James Hewitt), including Best Multiplayer Game: *Mario Kart: Double Dash!!*, Best Adventure Game: *The Legend Of Zelda: The Wind Waker* and Best Pocket Game: *Pokémon Ruby/Sapphire*.

Nintendo's reign of glory didn't end there, as it also picked up two prizes at the MCV Industry Excellence Awards. The winning categories were Best Trade Marketing for the GBA SP, and Best Use of Specialist and National Press. What! You mean Nintendo has been using us all along? We feel dirty... but we like it.

BAD: NINTENDO!

OH, DEAR. IT appears that as soon as Nintendo takes one step forward, it takes two steps back. Nintendo was recently under the firing squad when a BBC3 documentary, called *Outrageous Fortunes*, made claims that the company knowingly put seizure-causing content into its videogames. Nintendo staunchly denied these rumours stating: "The notion that Nintendo would knowingly include in its games material that it knew could cause seizures is ridiculous. There is nothing more important to us than the health and well being of our players."

As if this wasn't bad enough, third-party developer Factor 5 has done a *Silicon Knights* and ditched the company. This comes as a real blow to Nintendo, as Factor 5's *Rogue*

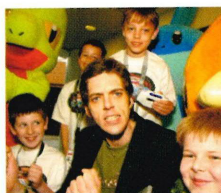
(OVER THE) COUNTER CULTURE...

WOW! THAT'S A big one. That's what we said when we saw the new MAX Memory 128Mb card. Touted as the biggest memory card in the world, the device has over 2000 blocks of game save memory, is 100% compatible with all GameCube games and is 32 times bigger than a standard memory card (not in actual size, but in memory power. That would be stupid otherwise). But as they say, it's not the size, it's what you do with it that counts... The MAX Memory 128Mb card costs £19.99 and is available in all good game stores across the UK.



TAKE IT TO THE IMAX!

Pokémon Colosseum Battlemaster 2004



A FEW WEEKS AGO Nintendo set out to find the greatest *Pokémon* player in the country. Hundreds of participants were invited to take part in *Pokémon Colosseum* playoffs, which initially took place at 40 Toys 'R' Us stores nationwide.

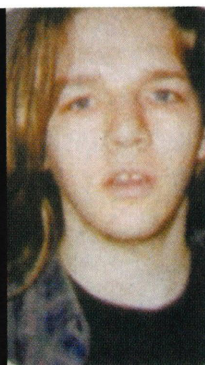
The grand final was held at the London IMAX where Will Stacey from Colchester wiped the floor with the competition. For his efforts he won a year's supply of Nintendo games, a GameCube, a folder packed full of *Pokémon* cards, Pokémon Battlemaster trophy and a goodie bag. Most importantly though he holds the title of Pokémon Battlemaster 2004. The question is though, how would he fare in a proper fight? No, didn't think so. Please don't start a Will Stacey fan-club on the forums.



Squadron series was one of the company's main exclusives. It's not all bad though: Factor 5 is merely discontinuing current generation development, instead choosing to work towards Revolution, PS3 and Xbox2. Still, no big *Rogue Leader* next year won't help the GameCube in any way.

UGLY: MILES

USUALLY WE'D PUT Miles up there with the likes of James Dean, Brad Pitt and er... Jon Bon Jovi, but we simply couldn't overlook this photo of him. The long hair, the goofy look... makes you wonder how he became the sophisticated man you see before you today. We'll be printing this as many times as you request, so let us know if you'd like to see this picture again.



What would you do if you saw this face in the street? Kiss him or kick him to the curb. Oh do tell!

CUBE

IN THE CUBE WITH...

YANNIS MALLET

POSITION:
GAME:

EXECUTIVE PRODUCER
PRINCE OF PERSIA 2



CUBE: *Prince Of Persia: The Sands Of Time* was widely regarded as one of the best games in 2003 and received much critical acclaim. How did this affect the your planning and strategy for *Prince Of Persia 2*?

YM: The development team was very pleased with the critical acclaim we received for *Prince of Persia: The Sands Of Time*. It is very rewarding to have all of our hard work recognized by people who love games as much as we do. However, I don't feel like the recognition that we received on the first game has impacted our planning and strategy for the sequel. Our objective remains the same: we want to make the best game possible. Hopefully, another game of the year. The main difference: last year, nobody expected us to do it. This year, they know we have it in us!

CUBE: Making a sequel to such a great game must be very difficult. How are you facing the challenge of pleasing fans of the original game whilst simultaneously trying to attract new gamers?

YM: We've been spending a lot of time understanding what people liked about the first game and we've identified the core experience they enjoyed. We intend to build and enhance those favourite pieces. And, as with any developer will tell you, even after a game has been finished and is out on store shelves, you still have it in your head and you are always coming up with cool features and things that you would like to add. The advantage to doing a sequel is that you have an opportunity to do just that! Our take on it is that we are going to take everybody's favorite game of 2003 and really blow it out. While remaining true to the original flavour, there will be a lot of surprises in store that

will definitely 'wow' the faithful and attract a bunch of new fans in the process!

CUBE: We hear that Disney and Jerry Bruckheimer are going to do a feature film based on the game. Describe the new storyline and how it will evolve?

YM: First of all, it is always good to see a game's story paving the way to a movie in Hollywood. I can't say too much about the storyline at this point, but I can tell you that we, in return, attracted Hollywood talent to work on the new game. We are working with some of the best Hollywood scriptwriters, in the most productive way: they are part of the team and both story and gameplay/walkthrough are unrolling together, they are embedded. That's what makes a good story in a videogame: you play it. Hollywood talent knows better than anyone else how to craft the core experience of a story. So get ready for the most compelling experience of the Prince's life!

CUBE: *Prince Of Persia* really pushed the boundaries in terms of graphics – it had some of the most beautiful cinematography we'd ever seen in a game. Do you consider videogames to be art?

YM: Art is a way of combining processes, methods and means to produce an aesthetic creation. Videogames transcend this definition because they also meld fields from a non-artistic background. Games are the most 'finished' form of interactive art. When you enjoy a painting, a poem or sculpture (which are more classic forms of art) you interact in a certain way with the creation, but not as intimately as with videogames. This is the most complex form of art – it's today & tomorrow's art!



The prince as he was before... nowadays he's a darker, meaner character.

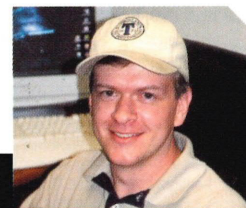
TAK 2: THE STAFF OF DREAMS

A wish is a dream your heart makes...

IN THE CUBE WITH...

JOHN BLACKBURN

POSITION: CEO, AND PRODUCER OF TAK 2
COMPANY: AVALANCHE SOFTWARE



That's a hefty set of balls for one so young. Hang on... he's got three!



Tak has got that floating thing down to a tee. Must tak a lot of practice...



...AND WHAT WE'VE been wishing for are some more *Tak* adventures. Since the game's launch in March this year *Tak And The Power Of Juju* has sold more than one million copies worldwide and has spawned a successful spin-off television series. Now Tak's back and this time he's taking Tlaloc down once and for all.

Tak 2: The Staff Of Dreams sees the return of everybody's favourite shaman's apprentice, although this time he's older, wiser and skinnier, as he goes on a perilous quest to return the Nightmare Scepter from the clutches of Tlaloc. To aid him on his journey, Tak is armed with some all-new Juju abilities, including the ability to possess a number of creatures and turn himself into a Spirit Animal.

There will be nine environments to explore, three new Juju gods and nine new Nightmare Creatures to defeat. Thankfully, Tak is equipped with a whole new arsenal of weaponry, including a Dream Shaker which gives Tak the ability to close dream rifts. Expect plenty of high-jinks when *Tak 2: The Staff Of Dreams* is released later this year.



CUBE: The vital question first: Will Tak's chicken suit be making a return? Also, can we expect to see some new animal outfits in *Tak 2*? If so, what powers do they have?

JB: Not really. (**CUBE:** Awwwwwwwwwwww...) It will be available in a mini-game, but it is not part of the normal flow of gameplay. Yes, there are some new animal outfits, but they are actually the animals themselves. Tak can learn to transform into four different animals in the game to aid in his quest. The powers range from some pretty powerful attacks as a bear to some tongue-slissing action as the frog.

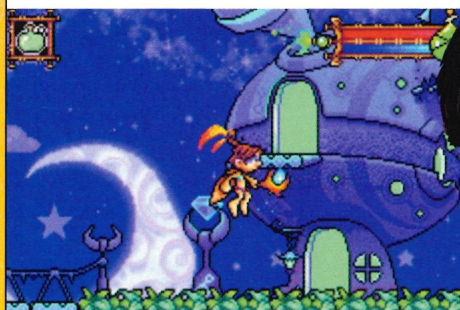
CUBE: What other types of creatures can Tak possess? How can this be used in the game?

JB: Tak can 'possess' an animal by using some help from Jibolba. He can possess any animal that he can see in the game. It helps create some of the more elaborate animal-based puzzles in the game design. For instance, when Tak possesses a squirrel, he can cause it to throw a storm of acorns around that can cause a distraction.

One of the major upgrades that Tak gets in the game is the ability to choose a spirit animal. The concept of the spirit animal is that the spirit of this animal watches over and protects Tak.

CUBE: What are Tak's new Juju powers?

JB: Tak's new Juju powers mostly deal with possessing or actually becoming the animals in the game. There are also many new combat related powers. We overhauled and upgraded the combat system quite a bit and many of the new powers deal with some of the tougher enemies in the game.



CUBE: What other artefacts, other than the Dream Shaker, can we expect to see? What will they do?

JB: There is a whole new system where Tak can create juju potions. Tak can get ingredients to potions as well as recipe cards throughout the game to open up different areas of the game for a more multiplayer experience.

CUBE: What is the Nightmare Scepter?

JB: The Nightmare Scepter is the evil half of the Staff of Dreams. The Staff is broken in the story and the Nightmare Scepter is used to tear the fabric in between the real world and the dream world.

CUBE: Were you surprised at Tak's success?

JB: Yes and no. Sorry it is not more of a straight answer, but I acutely felt both sides of this. Yes, I was surprised because in this business it is sometimes easier not to get your hopes up, especially when we were competing with some of the best platformer titles ever released. But on the other side no, because we really felt like we had offered something different. We felt like the game was really funny and that made it stand out. I kinda' feel like this is a trick question, because to say no sounds cocky, but to say yes sounds like I didn't believe in what we lived and breathed for the past two years.



SPYRO: A HERO'S TAIL

The little dragon returns

YOU KNOW WHAT the world needs? Another Spyro game, that's what. That's clearly the thinking at VU games anyway, as they recently announced the latest adventure of the purple dragon called *Spyro: A Hero's Tail* (see what they did there with Tail? Glorious). The game takes players into the heart of the Dragon Realms, where the Evil Red Dragon has planted light-absorbing Dark Gems across the land, casting the world into an eternal night. With the

help of his friends Hunter the Cheetah, Sgt Byrd, Sparx the Dragonfly and Blink the Mole, Spyro must find the gems and bring light back to his homeland. To aid Spyro on his perilous quest, he's been given a range of new skills including Wall Kick, Tail Swing, Ledge Grab plus his breath attacks such as Flame Breath, Freeze Breath, Water Breath, Electric Breath and possibly Gary's Breath. Catch Spyro and chums later this year.



So erm, yeah - looks really different to the other games doesn't it... can't wait.



MOBILE GAMES UNLIMITED



THE BEST GAMES DELIVERED IMMEDIATELY TO YOUR MOBILE PHONE

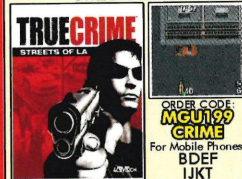
FANTASTIC GAMES STRAIGHT TO YOUR MOBILE PHONE

TOM CLANCY'S SPLITTER CELL PANDORA TOMORROW



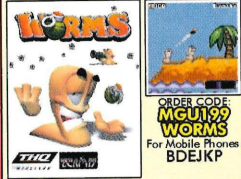
Once again Sam Fisher is sent to what no one else can do! A gruesome terrorist threat is looming over the whole world.

TRUE CRIME™ STREETS OF LA



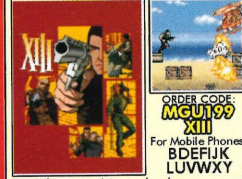
Run, shoot and drive your way through the mean streets, as you prove that crime doesn't pay.

WORMS



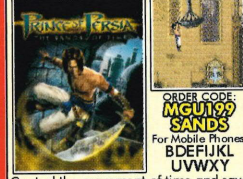
Creepy crawlly warfare comes to your mobile. Can you lead your squad of armed annelids to victory.

XIII



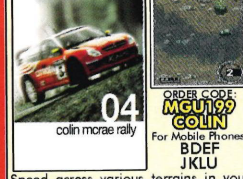
Stop the terrorists and solve your own personal identity crisis, in this high action shooter.

PRINCE OF PERSIA: SANDS OF TIME



Control the movement of time and save the day in this classic platform adventure.

COLIN MCRAE RALLY 04™



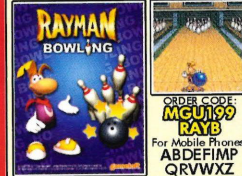
Speed across various terrains in your high-powered rally car. Have you got what it takes to be Colin McRae?

TOM CLANCY'S SPLITTER CELL



As Sam Fisher, you'll have to use all your skill to take down the terrorists, just don't get caught.

RAYMAN® BOWLING



Rayman swaps Lum for Pins, as he looks to make a strike. Can you 'spare' him a hand?

PUB DARTS



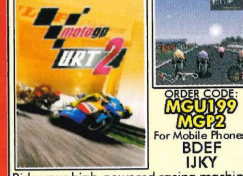
Step up to the oche and test out your darts skills. Have you got what it takes to score 180?

PUB POOL



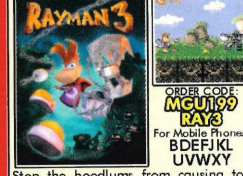
You'll never need to put down a 50p piece again, 'cos this pool table will be all yours.

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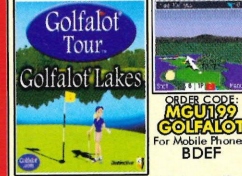
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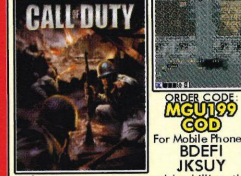
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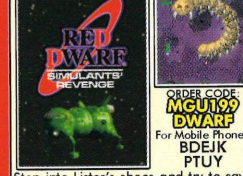
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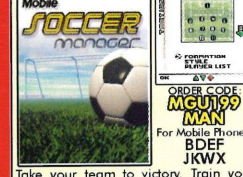
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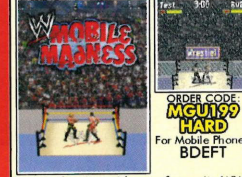
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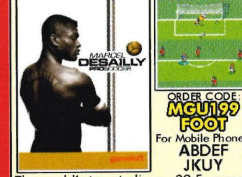
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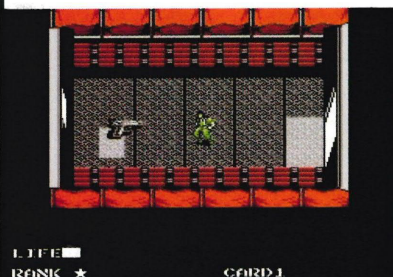
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VANISHING POINT

If you seek the truth you may not find it, but sometimes it turns up where you least expect it



Ⓢ Woah, that snake monster must be the signal of some sort of apocalypse, dude!

In this time of beautiful graphics, sound and gameplay, why do you need to look back?

Ⓢ Could Taki's breasts be better animated? Well maybe just to add a bit of weight: they're all over the place!

THE 11 YEAR ITCH

AFTER A WHOLE weekend spent 'in' (a state of affairs enforced by catastrophic financial mismanagement since last payday) I found myself delving deep into the old games collection to help pass the hours until Monday morning. *Tiger Woods*, *Rogue Leader*, *Harvest Moon*, *Tekken 4*, *SSX 3*, *Soul Calibur II*, *Rocky*, *Parappa 2* and *NFL Street* got an airing to name but a few. Perhaps it was the solitude, perhaps it was the after-effects of a six-pack, but the gaming orgy gradually gave way to absent-minded musing at where the games industry may be headed over the next few years. The cause of this ponderous tangent was a dawning realisation that games look amazing these days. *Rogue Leader* is two years old but that's still how I imagine the galaxy would look from the inside of a starfighter, and *Soul Calibur II* actually looks better than real life. This got me thinking about just how

important the visual experience is in terms of actual gameplay. The notion of 'retro gaming' demonstrates that it is in fact integral. Does anybody actually 'retro

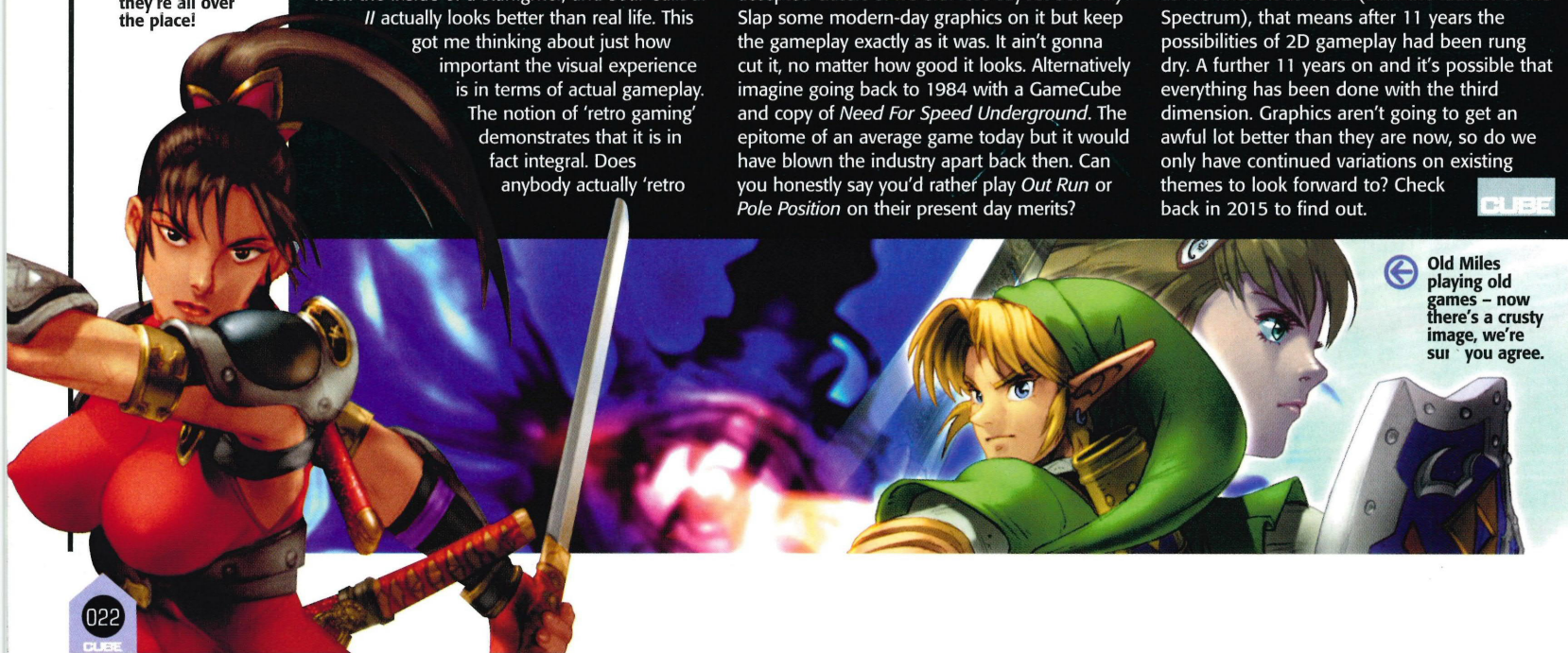
game' for real? I include the quote marks so as not to dignify the term with the respectability of verb-ship. A lot has been written on the subject in recent times, both for and against. A myth exists that back in the day it was all about gameplay because you didn't have the luxury of covering up a game's shortfalls with licensed music and fancy graphics. This is utter b*****s, as a delve into the world of emulation will quickly confirm. This isn't to cheapen memories of those games we hold deep in our hearts, or to suggest they were crap. They were simply of their time, and in their time they were every bit as enthralling and compulsive as today's software.

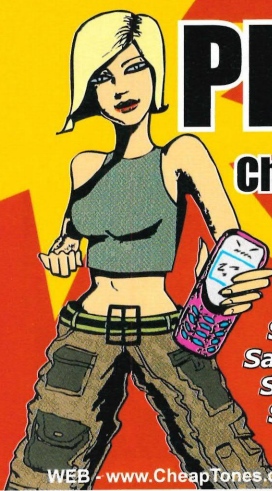
The myth of golden playability can easily be dispelled in two ways. First take a bona fide accepted classic of its era: let's say *Jet Set Willy*. Slap some modern-day graphics on it but keep the gameplay exactly as it was. It ain't gonna cut it, no matter how good it looks. Alternatively imagine going back to 1984 with a GameCube and copy of *Need For Speed Underground*. The epitome of an average game today but it would have blown the industry apart back then. Can you honestly say you'd rather play *Out Run* or *Pole Position* on their present day merits?

Aside from the odd mad obsessive, does anyone still play those 8-bit games today? By 'play' I don't mean loading it up off an emulation website, blasting away for a couple of minutes before moving onto the next one. I mean actually sitting down and playing *Jet Set Willy* through to completion on three lives and without cheating.

Nowadays environments are limited only by the imaginations of developers and it's these that shape the game playing experience. The question is, how much better can things actually get? By the time *Doom* appeared to herald the birth of true 3D gaming the possibilities offered by two dimensions had been virtually exhausted. That was 1993. If we take the birth of mass market home gaming as we know it as 1982 (with the launch of the Spectrum), that means after 11 years the possibilities of 2D gameplay had been rung dry. A further 11 years on and it's possible that everything has been done with the third dimension. Graphics aren't going to get an awful lot better than they are now, so do we only have continued variations on existing themes to look forward to? Check back in 2015 to find out.

Ⓢ Old Miles playing old games - now there's a crusty image, we're sur you agree.





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50 Cent - Pimp	9078	9386	Eagles - Hotel California	5467	9866
50 Cent - W*****	9644	9624	Eamon - F**k It	10029	10022
50 Cent & G Unit - If I Can't	9836	9823	Electric Six - Gay Bar	8724	8661
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Aerosmith - Love In Elevator	10072	10049	Eminem - Lose Yourself	8137	8101
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Benny Benassi - Satisfaction	9017	9036	Europe - Final Countdown	5353	9567
Beyonce - Baby Boy	9356	9360	Evanesence - Bring Me To	8605	8774
Beyonce - Crazy In Love	8765	8646	Evanesence - Going Under	9167	9256
Beyonce - Naughty Girl	10012	10004	Evanesence - My Immortal	9627	9617
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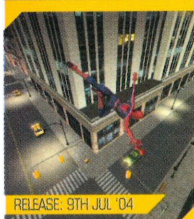
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SPIDER-MAN THE MOVIE 2

WEB OF DECEIT



RELEASE: 9TH JUL '04

Our spidey-senses are on full alert for Activision's new *Spider-Man* game. Based on the movie, due out this summer, your friendly neighbourhood Spider-Man has to face a new nemesis, the multi-tentacled Doc Ock.

ANTICIPATION ★★★

PIKMIN 2

PIK-MONG



RELEASE: SUMMER '04

Strawberry Flower, the band responsible for the highly successful theme tune to *Pikmin* called *Ai no Uta*, have just released their follow up single *Tane no Uta* which can be heard on the new *Pikmin 2* game. The CD is currently available in Japan only.

ANTICIPATION ★★★★★

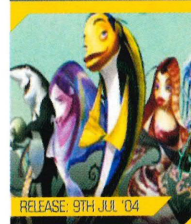
UK RELEASE LIST

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

PSO Episode III: C.A.R.D. Revolution	RPG	Sega	11 June 2004	★★★
Samurai Jack: The Shadow Of Aku	Platform	Sega	11 June 2004	★★
Harry Potter and the POA	Adventure	EA	18 June 2004	★★
Mario Golf: Toadstool Tour	Sports	Nintendo	18 June 2004	★★★★★
Shrek 2	Platform	Activision	18 June 2004	★★
Tom Clancy's Rainbow Six 3	Action	Ubisoft	24 June 2004	★★★★
Asterix & Obelix XXL	Platform	Atari	25 June 2004	★
Spider-Man: The Movie 2	Action	Activision	9 July 2004	★★★
Catwoman	EA	Action	30 July 2004	★★
Micro Mayhem	Racing	Jaleco	July 2004	★★
Mario Tennis	Sports	Nintendo	Summer 2004	★★★★
Nintendo Puzzle Collection	Puzzle	Nintendo	Summer 2004	★★★
Paper Mario 2	RPG	Nintendo	Summer 2004	★★★★★
Star Fox 2	Action	Nintendo	Summer 2004	★★★★★
Medabots: Infinity	Action	Natsume	Summer 2004	★★
Robocop	Shoot-'em-up	Titus	Summer 2004	★★
Pikmin 2	Puzzle	Nintendo	Summer 2004	★★★★★
Spy vs Spy	Puzzle	TDK	Summer 2004	★★★
World Championship Pool 2004	Sports	Jaleco	Summer 2004	★★★
Terminator 3: Redemption	Shooter	Atari	Summer 2004	★★
WWE Day Of Reckoning	Beat-Em-Up	THQ	Sep' 2004	★★★★
Shark Tale	Platform	Activision	Oct 2004	★★★
Starsky & Hutch 2	Action	Empire	Oct 2004	★★★
X-Men: Legends	Action	Activision	Oct 2004	★★★
Starcraft: Ghost	Action	Vivendi	Oct 2004	★★★★
Call Of Duty: Finest Hour	Action	Activision	2004	★★★
Donkey Konga	Puzzle	Nintendo	2004	★★★★
Nightmare Creatures 3	Action	Ubisoft	2004	★★★
Second Sight	Shooter	Codemasters	2004	★★★★★
The Legend Of Zelda: Four Swords	RPG	Nintendo	2004	★★★★★
Duke Nukem Forever	Action	Take 2	TBA	★★★
Moto XXX	Racing	Publisher TBA	TBA	★★
Stung!	Shooter	Publisher TBA	TBA	★★★

SHARKTALE

LIFE HAS TEETH



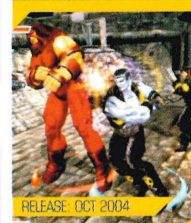
RELEASE: 9TH JUL '04

Shark Tale is based on DreamWorks' new animated movie of the same title. The film hosts an impressive cast, including Robert De Niro, Will Smith, Angelina Jolie and Renee Zellweger.

ANTICIPATION ★★★

X-MEN

WHO'S CROSS



RELEASE: OCT 2004

X-Men goes all RPG on us, and for the first time ever allows gamers to play as any of the X-Men team. Customise your team, upgrade character's abilities and unlock new skills to make the ultimate hero.

ANTICIPATION ★★★

SOUND BYTE

"GIRL BEARS? AREN'T THEY RABBITS?"

Gary Adams - and you trust this man's opinion!

SLIP-O-METER

The games that dodged their release dates and those that got away

POKÉMON BOX

Now being launched in Europe as part of the *Pokémon Colosseum* Mega Pak. Not separately though, see?



KILLER 7

It never had a PAL release date in the first place, but we now know that we probably won't see it until Easter '05



RESURRECTED!



SLIPPED!

IMPORTANT DATES...

We're totally psyched about *Mario Story 2* (or *Paper Mario 2* as it'll be called in good ol' Blighty). For more info on the game check out this month's preview.

JAP RELEASE DATES

LEGEND OF GOLFER	NINTENDO	JULY '04
MARIO STORY 2	NINTENDO	JULY '04
BIOHAZARD 4	CAPCOM	30 NOV '04

US RELEASE DATES

PIKMIN 2	NINTENDO	2 AUG '04
WWE DAY OF RECKONING	THQ	30 SEP '04
X-MEN: LEGENDS	ACTIVISION	OCT '04



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

Shock! After 11 weeks in the charts Sonic and chums are still kings of the GameCube, pipping *Metal Gear Solid* to the coveted top spot despite the fact *Twin Snakes* is clearly the superior game. Then again, the games shops are practically giving *Sonic Heroes* away, so that might explain a few things...

Elsewhere *Mario Kart* is still doing fine seven months down the line. And with *Viewtiful Joe 2* coming soon it's good to see everyone getting hold of the original.

UK CHART



All information is compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

1 ▲	 SONIC HEROES PUBLISHER: SEGA CUBE RATING: 7.0 You idiots, really like, what are youse on?	6 ▼	 JAMES BOND 007: EON PUBLISHER: EA CUBE RATING: 8.2 This'll keep you busy until GoldenEye come out.
2 NEW	 METAL GEAR SOLID :TTS PUBLISHER: KONAMI CUBE RATING: 8.9 It's great fun running around with a box over you.	7 ▼	 MARIO KART: DD!! PUBLISHER: Nintendo CUBE RATING: 9.4 Still the best multiplayer on the old GameCube.
3 ▼	 FINAL FANTASY: CC PUBLISHER: Nintendo CUBE RATING: 9.0 It's good but just so different from previous FFs.	8 ▲	 SONIC MEGA COLLECTION PUBLISHER: SEGA CUBE RATING: 8.0 All the best Sonic games on one disc. Technology!
4 ▲	 VIEWTIFUL JOE PUBLISHER: CAPCOM CUBE RATING: 8.6 Mondo-a-flippin'-kimbo-a-go-go, baby! Yeah henshin.	9 ▼	 TIGER WOODS '04 PUBLISHER: EA CUBE RATING: 8.8 Golf games - good or a wee bit on the dull side?
5 ▲	 THE SIMPSONS: H&R PUBLISHER: VIVENDI UNIVERSAL CUBE RATING: 7.4 Why is this still here? It's not very good. You eejits.	10 ▼	 SONIC ADVENTURE DX PUBLISHER: SEGA CUBE RATING: 6.1 Sonic having an adventure Dreamcast stylee...

CUBE MOST PLAYED

THE GAMES WE'VE BEEN TAKING HOME AT THE END OF THE DAY



PHANTASY STAR III

Poor Gary. He always ends up lumbered with the average games. He doesn't want to, but he has to play them to review them. He spent hours on this and in the end he only managed to finish two battles. So he had to take it home. By the way it was Tim who fell asleep playing this. He was drunk.



SEQUELS

Metroid 2, *Wind Waker 2*, *StarFox 2*, *Def Jam 2*, *Prince Of Persia 2*, *Ghost Recon 2*, *Spider-Man 2*, *GoldenEye 2*, *Pikmin 2*, *GameCube 2*... well, okay, scrap that last one, but we got to play everything else, and we loved it! We don't care if they're just sequels... when you're talking about the likes of Samus, who cares?



RESIDENT EVIL 4

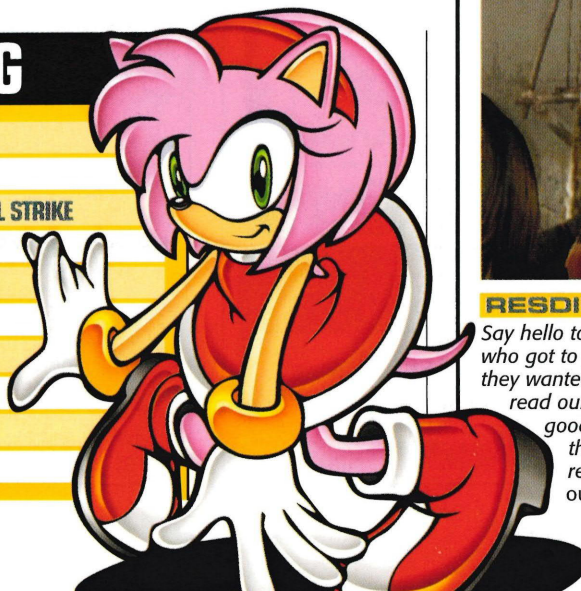
Say hello to the only mag in the country who got to play this game for as long as they wanted and then some. If you've read our In-Depth you'll know how good it is. If you haven't... what the hell are you doing still reading this nonsense!? Get outa here!



Budget GameCube games still making the rounds.

ON A SHOE-STRING

1. SUPER MARIO SUNSHINE
2. POKEMON CHANNEL
3. STAR WARS: ROGUE SQUADRON III: REBEL STRIKE
4. SONIC ADVENTURE 2 BATTLE
5. BILLY HATCHER AND THE GIANT EGG
6. SUPER MONKEY BALL
7. SUPER SMASH BROS MELEE
8. WWE WRESTLEMANIA X8
9. RESIDENT EVIL
10. MARIO PARTY 4



WORLD OF NINT

A glance at the globe through a Cube-shaped lens...

Ex-Capcom gurus to save games industry (us)



If there's any one company that seems righteously obsessed with creating original titles at the moment it's Capcom. It might still be milking *Street Fighter* and *Resident Evil*, but there aren't many other companies with the balls to try the likes of *Viewtiful Joe*, *Killer 7* and *Panic Maker*.

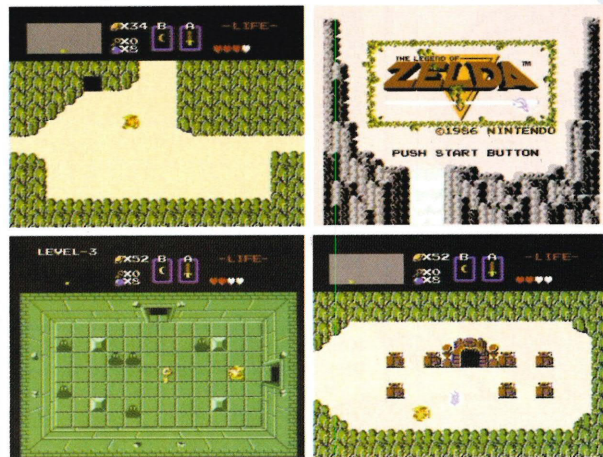
Apparently even these fine efforts aren't good enough for three Capcom ex-big nobbs as they've gone and set up a new company called O-3 Entertainment which they reckon will specifically seek out small and mid-size developers, the ones traditionally most likely to make original games, and help them get their games published. All of which sounds like a terribly good thing, and since they've specifically mentioned supporting the GameCube we wish them the very best of British luck.

Zelda fan smashes record (us)



The Legend Of Zelda came out 17 years ago in the US and as far as we can ascertain a certain Richard 'Sleepz' Ursell has been playing it non-stop ever since. There doesn't seem to be any other explanation for the apparent ease with which he recently beat the world record for completing the game, smashing through the sub 27 minute barrier that many thought was impossible.

Sleepz smashed the previous record of 31 minutes and 30 seconds with a time of 26 minutes and 56 seconds. He did however use the controversial Up+A combo which some *Zelda* veterans consider cheating. It's a cruel irony that Norris McWhirter missed seeing this momentous event by a mere couple of weeks, but we can only hope that with his life's mission complete Sleepz can now resolve to getting out a bit more and meeting some girls.



Zoonami's Game Zero remains a mystery (uk)



There were a lot of promises made of the GameCube when it was first being unveiled but one of the more obscure was the claims of some über game project from Zoonami that was going to be one of the console's defining moments.

Headed by ex-GoldenEye guru Martin Hollis, nothing is known about the game/project/whatever and although the codename *Game Zero* has been bandied about by Zoonami itself it's not even clear if these are one and the same. What is clear though is that the developer's first game, *Funkydilla*, is not exactly what the fans have been hoping for. A rather odd-sounding rhythm action game it's probably all well and good and that, but it's not *Game Zero*. In fact all Zoonami will say is that the secret won't be out for a long time yet, which probably means not until the N5.

Lebanon gets gaming 24/7 (LB)



It doesn't necessary seem like an obvious place to set up shop and start recruiting the next generation of gaming developers but apparently Lebanon is the place to be as far as Nintendo and the Digipen Institute of Technology are concerned.

It all seems to have started thanks to a certain Claude Comair who worked on games such as *Wave Race 64* and *1080° Snowboarding*. He is now chairman of Nintendo Software Technologies and just so happens to be Lebanese.

"I would really like to create games from our culture to our culture," says Comair, "I don't see why our young people have to watch only western-made movies or play video games that were designed 20,000 kilometres away when they are intelligent and resourceful enough to create their own material."

Pretty much the same could be said about the UK (we're still waiting for that sequel to *Skool Daze*) but hey, anything to avoid another bowling simulator or incompetent American platformer.

ENDO

Game Boy Treasure announced (JAP)

If you want to be really hardcore, if you want to really prove to your mates that video games are more important to you than bathing or talking to girls, then just name drop Treasure as being your favourite developer and away you go.

This is not to suggest in anyway that Treasure is anything other than one of the most talented games makers around and as such the news that it's planning to release *Guardian Heroes Advance* for the GBA has actually got us visibly excited. This is especially since the game is apparently not a remake or a port of the original Saturn version but a whole new game. The original was a super-neat combination of RPG and scrolling beat-'em-up elements, and with the sequel currently scheduled for a 16 September release in Japan, we'll happily commit bloody murder if it doesn't get released here.



Famicom Mini, part deux (JAP)

Nintendo has never been one to miss taking advantage of a popular brand and when it turned out that the budget release of a bunch of old NES games on the GBA was one of the best selling concepts all year in Japan, a follow-up immediately became the most predictable thing ever.

And thus it has just announced that *Mario Bros* (the original coin-op game they keep giving away with *Super Mario Advance* games), *CluClu Land*, *Balloon Fight*, *Wrecking Crew* and *Dr Mario* will be joining the team,

along with Namco's *Dig Dug*, Hudson's *Adventure Island*, Capcom's *Ghosts 'n' Goblins*, Konami's *TwinBee* and some *Goemon* game we've never heard of.

Some of the first range of Famicom Mini games are already scheduled for a US release so some of these might also be making the trip if the first batch goes down well. Whether we'll ever see any of them here though, considering how apathetic the UK was about the NES the first time round, we wouldn't like to say.

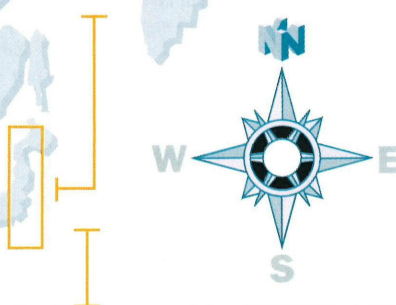


Japan rates its games (JAP)

In the past the Japanese haven't worried an awful lot about video games turning their children into mindless killing machines, but a new ratings system for games in the country gives a clue as to what their real concerns are.

In amongst all the usual warnings about mature situations (probably stuff like organising a pension, cleaning the toilet, etc), sex, violence, horror (you know, like when you ask your Nan for a copy of *Mario Kart* and get *Crash Nitro Kart* instead) and naughty language there are also specific warning logos for gambling, crime, smoking, drinking and drugs.

Other than *Metal Gear Solid*, we're not sure exactly what games there are that encourage enjoying a few fags behind the bike shed but Nintendo better watch out about that gambling warning or its next mushroom kingdom-themed fruit machine could see *Mario 128* getting an 18 rating!



Kirby on a new roll? (JAP)

After the exercise in lameness that was *Kirby Air Ride* the idea of the little pink puffball imposing himself on the GameCube for a second time is a prospect unlikely to excite anyone bar wee Jock McStrangeboy - president and sole member of the UK chapter of the Kirby fan club. However those equipped with elephant length memories will recall that when Nintendo were first showing off the concept of GBA connectivity they did it with a Kirby game called *Roll-o-Rama*, in which the Kirbster would 'fall' in to the GBA if you ballsed things up while playing the GameCube.

The game never materialised but it now seems as if Nintendo could be resurrecting the concept after they renewed a patent for a special sensor that allows you to use a controller or GBA to control an onscreen character just by tilting it around. Combine this with the fact that Nintendo currently have an unnamed Kirby title to show off at E3 this year and we could be looking at a phoenix like return for *Roll-o-Rama*, or at the very least a *Kirby Tilt 'n' Tumble 2*.

GAMECUBE CHARTS

THE CHARTS ACROSS THE GLOBE

Although February and March went rather well for Nintendo it has to be said that April has turned out to be a bit of a stinker. With no major releases in Japan, hardware sales have plumbed new depths of insignificance and in America *Pokémon Colosseum* has turned up in third place behind *Harvest Moon*.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	ZELDA: FOUR SWORDS+	NINTENDO
2	9	ANIMAL CROSSING	NINTENDO
3	2	MOBILE SUIT GUNDAM	BANDAI
4	1	LEGEND OF ZELDA: FS	NINTENDO
5	7	GOTCHA FORCE	CAPCOM
6	10	NARUTO: GEKITU NT 2	TOMY
7	RE	SONIC ADVENTURE 2	SEGA
8	RE	SUPER SMASH BROS	NINTENDO
9	RE	SUPER MARIO SUNSHINE	NINTENDO
10	RE	ETERNAL DARKNESS	NINTENDO

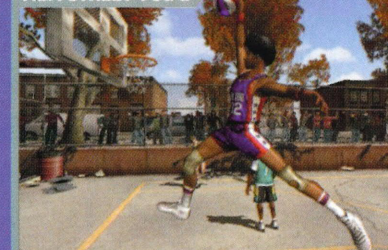
US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	NBA STREET VOL 2	EA
2	2	HARVEST MOON	SVG DISTRIBUTION
3	1	POKÉMON COLOSSEUM	NINTENDO
4	RE	BIG AIR FREESTYLE	ATARI
5	3	SUPER SMASH BROS	NINTENDO
6	4	MARIO KART: DD!!	NINTENDO
7	5	ANIMAL CROSSING	NINTENDO
8	9	SUPER MARIO SUNSHINE	NINTENDO
9	RE	ZELDA: WIND WAKER	NINTENDO
10	RE	SKIES OF ARCADIA	SEGA

LEGEND OF ZELDA: FOUR SWORDS+



NBA STREET VOL 2



BOYS "R" US

For all of the latest news and gossip on Nintendo's diddly little machine (soon to be machines, of course!) this is the place to head. It's called Boys R Us, Boys R Us, Boys R Us!



THE LEGEND OF ZELDA THE MINISH CUP

A sizeable adventure



Here we see Link in the regular world. Everything is regular size, see?

NINTENDO IS REALLY riding the *Zelda* train at E3 this year. Not content with actually making a few insane fans weep when showing them the new GameCube trailer (we kid you not), it's been busy working with Capcom on this new GBA title. Coming from the team who made the excellent *Oracle Of Seasons/Ages* Game Boy Color titles, *The Minish Cap* tells the story of how on one normal, sunny day, Link comes across a strange hat, that as well as talking to him (he'll probably give advice like the King of Red Lions in *Wind Waker*, or at least, that's what we're guessing at) allows Link to shrink to micro-size. When doing so, he comes across a very strange sight indeed. Tiny folk who utilise throwaway items to live on, who call themselves the Minish people.

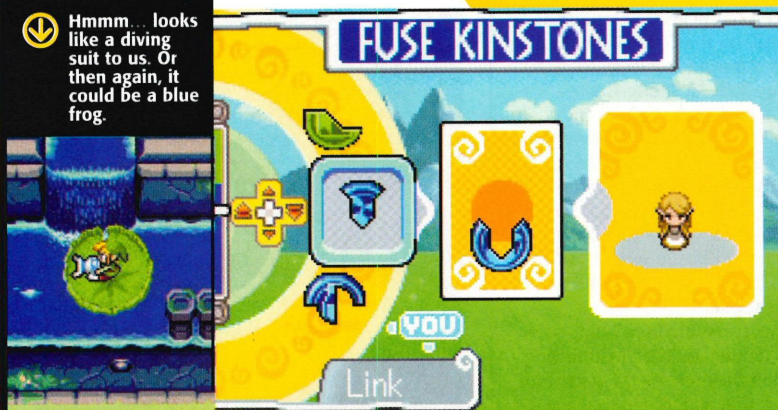
But all is not as peaceful as initial looks would suggest – Link learns that they are in grave danger from an evil force, and nobody knows what to do about it. Cue lots of puzzle action based around Link's ability to shrink at will, plus the usual cast of huge colourful monsters, sprawling dungeons and boomerangs. You'll also be able to employ the use of special 'Kinstones', relics that have been scattered around the game's world. You can fuse them together in order to solve puzzles, and apparently, you can also link up with three other players and fuse your Kinstones together with them too. We're not sure if they will be another multiplayer element to the game yet, but with the success of *Four Swords*, it wouldn't surprise us.

As you can see from the screens, the whole thing looks absolutely beautiful. What with this game, the 'realistic' *Zelda*, *Four Swords* on the GameCube and *The Wind Waker*, it's heartening to see that Nintendo isn't afraid of experimenting with different styles and techniques with the *Zelda* franchise. Over the last couple of years we've seen the series move on in ways that we would never have begun to dream of, and if this trend is any indication of where Nintendo will be going in the future, then what the DS and 'Revolution' have in store for us and Link is something that only the most radical of dreamers would dare to think about.

We'll bring you our hands-on impressions next month.

CUBE

Hmmm... looks like a diving suit to us. Or then again, it could be a blue frog.



Why do they always look so happy. We're hurting you, HURTING YOU we said!



GBA goes Tribal

The new Platinum GBA SP Tribal has been customised with ink-black 'tattoos' based on ancient Polynesian and Indian designs. It's on sale across Europe on the 18 June with an estimated retail price of €129-139, which is roughly £90.

Be one of the gang



Pokémon Videos

Pokémon fans can now watch four episodes of their favourite TV show using the Game Boy Advance Video Technology, which allows up to forty-five minutes of video footage per disc. The *Pokémon Video Paks* shall retail at £19.99 each, (two episodes per disc) and will be available in stores nation wide from 21 June.

Gotta Watch 'em All

E3 ROUND-UP

The GBA games that caught our eye at E3...



Will the party never end? It seems not.



Massive amounts of connectivity here.



Aww... reminds us of the SNES, so it does.

MARIO PARTY ADVANCE

Mario and chums have taken the party to the GBA. You can now unlock 60 mini-games as you progress through the board map in Adventure mode and once unlocked, you can play these games at any time. As well as accessing these new games, you can also collect coins which can be used to buy Professor E Gadd's amazing Gaddguts and unique trinkets, such as the Finger X-Ray and Lip Disguise-o-matic, or the Compatibility Meter that tests your compatibility with your mate. Link up your GBAs and you can play the multiplayer modes with your friends, swap coins and exchange Gaddguts for the ultimate party experience. Party on!

POKÉMON FIRE RED & POKÉMON LEAF GREEN

Based on the original *Pokémon Red* and *Blue* games, *Fire Red* and *Leaf Green* put you in the role of an 11-year-old Trainer on his/her quest to become the world's best trainer. There are over 100 Pokémon to collect, which is made even simpler with the wireless adapter (supplied with the game), that allows players to trade, battle and collect with each other. You can also gather in Union Rooms and send text messages to over 40 people or join one of the multiple chat sessions. It's classic *Pokémon* at its best, and one to look out for this summer.

F-ZERO GP LEGEND

The year is 2201 and the race is on to become the ultimate Grand Prix champion. The story unfolds through the eyes of Captain Falcon and Rick Wheeler, two of the universe's leading F-Zero racers, who find themselves caught in the centre of a sinister plot by Black Shadow. The game has four Grand Prix cups, a story mode, time trials, a challenge mode titled Zero Test and a Multiplayer mode which allows four people to play at once, so you're going to get more than your money's worth upon its release in autumn.

FINAL FANTASY III MISSES THE BOAT... AGAIN?

Will we ever see this classic?



WE'RE NOT SURE what it is about *Final Fantasy III* that Square Enix doesn't like, as for some reason it's the only *Final Fantasy* game that hasn't been released in the UK on any format and this doesn't look set to change any time soon. In a recent interview with Takashi Tokita (from Square Enix's Product Development Division 7) in the Japanese publication *Dengeki GameCube*, Tokita-san let slip that: "Nintendo wanted us to update *FFIII* for the GBA and bring it to a western market, [however] with our current development commitments this was too much for us to cope with." It wasn't all bad news as Tokita later mentioned: "*FFIII* is not going to remain sealed away for the rest of time, we're just carefully

considering the timing of a release". He added "Personally, if I have the chance, I'd like to get things moving."

With the first two *Final Fantasy* games due out on the GBA in Japan this July, it seems likely that Square Enix will follow the same route and release *FFIII* on the GBA as well. Will it decide to release the games in Europe? Don't hold your breath. **CUBE** spoke to Square Enix of Europe who stated: "We haven't heard anything official about this."

On a more positive note, Tokita revealed in the interview that a new *Final Fantasy* game is in development, which will be a GBA exclusive. We'll bring you more on this exciting news in the coming months.

CUBE

COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

NAME	PUBLISHER	DEVELOPER	RELEASE
ASTERIX & OBELEX XXL	ATARI	ATARI	25 JUNE 2004
CRASH BANDICOOT: FUSION	VIVENDI	VICARIOUS VISIONS	25 JUNE 2004
DONKEY KONG COUNTRY 2	NINTENDO	NINTENDO	25 JUNE 2004
SONIC ADVANCE 3	THQ	SEGA	25 JUNE 2004
YU-GI-OH! ROD	KONAMI	KONAMI	JUNE 2004
SPYRO: FUSION	VIVENDI	VICARIOUS VISIONS	25 JUNE 2004
SPIDER-MAN: THE MOVIE 2	ACTIVISION	ACTIVISION	9 JULY 2004
CATWOMAN	EA	EA	30 JULY 2004
FIRE EMBLEM	NINTENDO	NINTENDO	SUMMER 2004
MARIO GOLF: AT	NINTENDO	NINTENDO	SUMMER 2004
MARIO TENNIS	NINTENDO	NINTENDO	SUMMER 2004
BAJAO PILOT	THQ	RARE	AUTUMN 2004
SHARK TALE	ACTIVISION	ACTIVISION	OCT 2004
TAK 2: TSOF	THQ	AVALANCHE SOFTWARE	OCT 2004

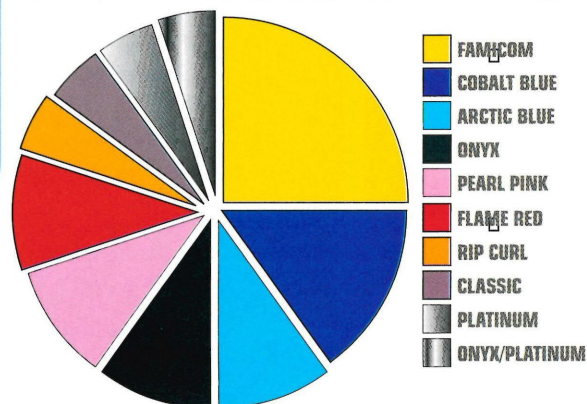
THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST WEEK	TITLE
1	▲	SUPER MARIO ADVANCE 4: SUPER MARIO 3
2	▲	FINDING NEMO
3	▲	YU-GI-OH! WORLD CHAMP TOUR 2004
4	▼	SCOOBY-DOO 2: MONSTERS UNLEASHED
5	▲	SONIC ADVANCE
6	▲	SONIC ADVANCE 2
7	-	POKÉMON RUBY
8	▼	POKÉMON SAPPHIRE
9	▼	THE CAT IN THE HAT
10	-	SONIC BATTLE

OVER TO YOU

We asked our readers what their favourite GBA SP design is:



GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP

GAMING ON THE NHS?

IT'S OFFICIAL. GAMES

not only make people smarter but they can save lives. A recent study conducted by Boston's Beth Israel Medical Centre and Iowa State University's National Institute discovered that laparoscopic surgeons who played videogames for three hours each week make up to 37% less surgical errors. They also discovered the game-playing surgeons were 27% faster than their counterparts. Suddenly, Med-school seems like a whole-lot more fun...

GOD GAME-RS.

WE'VE ALL HEARD of GDC but what about the CGDC? The third annual Christian Game Developers Conference is being held on 30 - 31 July this year at Portland, Oregon, in the USA. The CGDC was set-up as a support system for developers of Christian games, and has already attracted an impressive line-up of speakers from Keystone Interactive, GarageGames, Two Guys Software and Seraphite Media. For more information, check out www.cgdc.org. Or don't.

MIDWAY BLUNDERS

MIDWAY RECENTLY ANNOUNCED the release of *Midway Arcade Treasures 2* on the GameCube. The compilation pack would be comprised of 21 classic Midway titles, such as *Mortal Kombat* and *Gauntlet 2*. The announcement came as a bit of a surprise to GC owners, since the original game has yet to be released in PAL territories. A day later, Midway retracted their comments, stating: "Midway Arcade Treasures 2 on GameCube has been removed as it will not be available on this format." We bet somebody at Midway has a red face...



CABLE GUY

The SNES lives on...

Chinese e-tailers Lik-Sang.com recently announced the Super Smartjoy, the first ever mass-produced SNES USB controller adapter for your PC or Mac. The adapter allows gamers to use their official SNES controller to play most Nintendo emulators on their computers, giving an authentic gaming experience that should have any Retro gamer beaming from ear to ear.

The Super Smartjoy can also be used on PC games that don't require any analogue control. The Super Smartjoy is already available to buy, and costs roughly £10 (before postage and packing). Check out www.lik-sang.com for more information, and tell them Joe sent you... or something.

* the Super Smartjoy is not endorsed by Nintendo*

METROID GETS WOODED

N5 launch tie-in?

World-renowned action director John Woo (*M:I 2*, *Hard Boiled*, *Broken Arrow*) has shown interest in the movie rights to *Metroid Prime*. According to The Hollywood Reporter, the movie will follow Samus Aran's adventures as she battles the Metroids and the mighty Mother Brain. Woo told the Reporter: "We are very fortunate that there is such an extensive amount

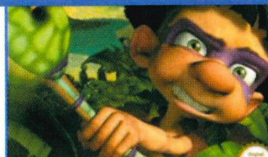
of material to draw upon for the film, due to there being so many iterations of the game over the years." There's still no confirmation that the film is definitely being made, although rumour has it the film will be released before 2006, should it ever go into production. Just in time for the N5 in fact. A coincidence? Yeah right... we think not. Make it so Nintendo.



Tak And The Power Of Juju

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copies sold worldwide



"TAK 2: THE STAFF OF DREAMS WILL PROVIDE AN INTRIGUING EPILOGUE TO THIS EPIC INTERACTIVE ADVENTURE"

Eric Doctorow, COO, THQ

Full story page 19

19

NINTENDO ROCKS!

Music to gamers' ears

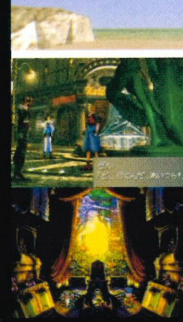
MINIBOSSES, A BAND from the western Massachusetts, USA, is bringing classic NES game soundtracks to a new generation of gamers. **CUBE** spoke to band member Aaron Burke and asked him what inspired him to set up the group: "Matt and I used to play in a band called Jenova project that did some videogame covers," said Burke, "after Jenova disbanded we thought it would be fun to start a band that only did videogame covers and nothing else." The group plays a range of NES soundtracks, including *Castlevania 2* and *Megaman 2*, so there should be something to suit all Nintendo fans' tastes. **CUBE** asked Burke what his favourite tracks were: "It varies depending on my mood... my all-time favourites are from *Metroid*, *Zelda*, *Faxanadu*, *Castlevania 2* plus some other non NES stuff, like *Chrono Cross* and *Final Fantasy VII*."

Of course, videogame music only appeals to a niche market, so **CUBE** wondered if Minibosses ever had trouble booking gigs: "It used to be [hard], but videogame music is pretty popular on the internet, and word spreads fast there." Burke continued: "We

don't usually have any problems securing 'gigs', but we don't want to play out too much, so we have to pick and choose carefully." Their efforts seem to have paid off, as Minibosses has a dedicated internet fan-base and their popularity looks set to grow as interest in retro gaming continues to rise. For more information on the Minibosses, checkout their website at www.minibosses.com

CUBE

DESERT ISLAND DISCS



The soundtracks we rate

LIZ: STREETS OF RAGE

TIM: FINAL FANTASY VIII

GARY: JET SET RADIO

CHANDRA: CHRONO TRIGGER

MILES: ASTRO MARINE CORPS



The Minibosses... popular, but don't expect to see them breaking the Top 40 anytime soon.

DIY e-card games are here!

WHAT CAN YOU do with a biro and a playing card? Well, if you're anything like the tech-wizards at Slashdot then you can make your own videogames. How is this possible? According to the Slashdot boffins the "Reed Solomon error correction used by the Nintendo Game Boy Advance e-Reader has been figured out". In layman's terms? You can produce your own e-cards and use the modified e-Reader to play them on your GBAs. The e-Reader is a device which slots into your GBA and scans Dot Codes on special e-Reader cards to unlock a range of goodies for your GBA's including mini-games, card statistics and special features. E-Reader game cards already available include *Animal Farm*, *Pokémon Expedition*, one NES game card set (with five game cards) and a Game & Watch *Manhole* e-card.



DISCLAIMER: CUBE Magazine does not condone acts of piracy and does not, in anyway, recommend that you tamper with your e-Reader.

The guys at Slashdot have already produced a few games, including one called *Bombsweeper*, to prove that it works. Great for amateur games developers but worrying news for Nintendo, who is already floundering without the added threat of pirate e-games. But then again, how great is this threat? Let's face it – do you know how to make an e-card or even know what the Reed Solomon error correction is?

GCN
GAMECUBE NEWS

FINAL THOUGHT...

IWATA-SAN'S E3 DIARY

Tuesday 11, 11:34 am

Dear Beatrix,

E3 DAY! DUUN-dun-dun-dun-duuuun. I think it went very well. Certainly a lot better than last year's, where I had to sneak out of the E3 building for fear of being accosted by angry Nintendo fans. Luckily, the only run-in this time around was when I came across a bunch of Nintendo t-shirt wearing lose... uh, customers burning their GC-GBA connectivity cables. I don't know what their problem is – connectivity IS the future. We just can't be bothered with it this year.

Those photos of Miyamoto-san and the giant Pikmin doll were certainly useful. I've never seen anybody so eager to dress up as Link and run onto a stage in front of thousands of people watching all over the world before. I wonder if we can make use of the picture of him and an N-Gage at next year's E3?

Project Reg-E was also a blinding success. I must congratulate the good Dr Kaz on his experiment. It was tough scouring the different body parts, and I fear that some people will cotton on to the fact that we just couldn't find any eyeballs that actually fitted its skull. But I get the feeling that for now, people are too scared to say anything. I don't blame them myself – have you seen the size of its hands? Reg-E could use bowling balls as marbles. Actually you probably haven't, being made of paper and all. But hopefully in the future sometime, I'll be the next Adrian Mole. After all, I have as much trouble getting Pandora (Tomorrow) as he did...

Aside from our conference, which again I must amplify to you my dear diary, was a rousing success, there was also the small matter of the PSP. Who do Sony think they're trying to kid!? I could go on about how laughable it was, but I'm just going to have one more go on *Gran Turismo 4*. Not playable you say? It is when you've got Ken Kutaragi's soul in a jar. And who said that Nintendo was a 'family' company?

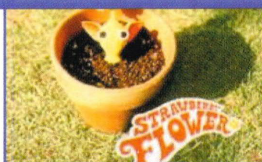
Be seeing you my love, when we shall
next talk.

xx Satoru xx

Pikmin song "Ai no Uta"

414,000

sales figures in Japan.



NINTENDO SHARES

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1.25%

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The logo for Total Games.net, featuring the words "TOTAL GAMES" in large, bold, white letters with black outlines, and ".net" in smaller yellow letters. A green game controller is positioned below the text.



GAME LIFE

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Burnout 3 saga continues

29 April 2001

Burnout 3 is becoming the 3-Lo and Ben Affleck's wheel plan. The fourth title was in the Burnout series, it was a success. And now, following is Burnout 3, Burnout 4 again and is scheduled for a September 2001 release alongside the PS2 and Xbox versions. This new release despite current claims by EA that Burnout 3 is not on the GameCube.

The Burnout series has already lost more than 100,000 on the PS2 and Xbox, and Burnout 3 looked set to join the trend with new and improved graphics, better mapping and tougher tracks.


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Every day of the week our rabid news hound updates the GameCube stories that matter.

[illegible]

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[img alt="tentacle icon"] tentacle: are they really that innovative? [topic] (Pages 1 2 3 4 5 6 7 8 9 10)	Asikavan	237	77	[rating]
[img alt="tentacle icon"] they said: Pages 1 2 3 4 5 6 7 8 9 10 [img alt="tentacle icon"] The longest lasting multi-layers: (Pages 1 2 3 4 5 6)	Abolobolobade	170	76	[rating]
[img alt="tentacle icon"] The longest lasting multi-layers: (Pages 1 2 3 4 5 6)	mace007	161	37	[rating]
[img alt="tentacle icon"] The 7m Emper's an... (Pages 1 2 3 4 5 6 7 8 9 10)	Dartley Dartin	374	50	[rating]

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lively GC
discussion salons
in the country.
Meet Gary and
Tim right here!

CUBE WIN! WIN! WIN!

COMPETITION

NOW YOU SSEUM

Colosseum pack, games and a 'goodie bag' up or grabs!

WIN!

WHAT EXACTLY IS a goodie bag? Where we come from, a goodie bag contains loads of cool little items... sweets, cakes, toys, balloons, knives and sometimes, if you're really lucky, a doll [erm... - Ed]. The point of a goodie bag though, is that you never know what's in it until you look inside, which is probably why Nintendo won't tell us what's inside this one. We won't pretend that it'll be amazing, because it might not be. Then again it could contain ten million dollars. We just don't know. It's a mystery, see.

Oh, we really should say that *Pokémon Colosseum* and the special

hardware Mega Pak go on sale across the country on 14 May... all of which means you can buy it right now.

HOW DO YOU GET PIKACHU ON A BUS?

Regardless of what the goodie bag contains, there are a bunch of other prizes that are guaranteed to please you. The winner of this competition will receive:

Pokémon Colosseum Mega Pak (a black machine, the game, a copy of *Pokémon Box*, a Memory Card 251 and a link-cable no less) and said goodie bag.

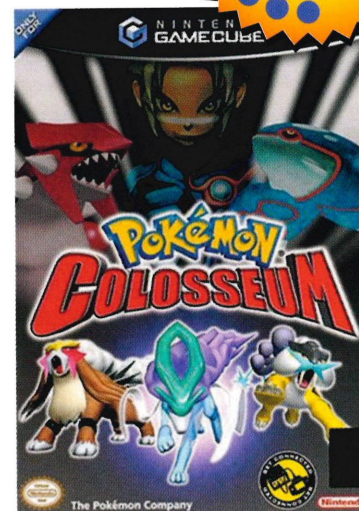
Three runners up will receive a

copy of the game and a goodie bag. And the big question is:

HOW MANY SHADOW POKEMON CAN YOU SNAG IN POKÉMON COLOSSEUM?

IS IT:

- A) 251
- B) 48
- C) 79



It's all about 'snagging' Shadow Pokémon, see?



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A BRIEF HISTORY OF VIDEOGAMES

Ever wondered how it all started? How did the videogame industry first come about, for instance? And how did it go from being an activity associated with something the nerdy kids at school did in their bedrooms, to the multi-billion pound industry it is today? Come with us on a whistle-stop tour of a history that begins not last century, but the century before that...



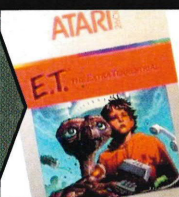
<p>1889 A card game business is set up in Japan by Fusajiro Yamauchi of Manufuku Co.</p>	<p>1971 Nolan Bushnell devises the first commercial arcade game, <i>Computer Space</i>. It flops.</p>	<p>Nakamura Manufacturing Company is set up in Japan – the name is eventually shortened to Namco.</p>	<p>The Z80 micro-processor is created by Zilog. It becomes the standard for arcade and home computer systems.</p>
<p>1966 SEGA releases its first hit game in Japan. Called <i>Periscope</i>, it's a submarine sim, of all things.</p>	<p>1973 Atari follows up its initial success with a game called <i>Space Race</i>, where starships whizz through asteroids.</p>	<p>Bill Gates writes a BASIC compiler for the Altair computer with Paul Allen. They form a new company – Microsoft.</p>	<p>1978 Obviously a bit embarrassed by the teak-effect, Atari launches its 400 and 800 series computers.</p>
<p>1947 The Tokyo Telecom munications Engineering Company launches, later to be renamed... 'Sony'.</p>	<p>Nolan tries again with <i>Pong</i>, but Bally/Midway refuses to release it. So he sets up his own games company – Atari.</p>	<p>1974 The first game with a steering wheel is a big hit. It's called <i>Gran Trak 10</i> and, yes, it's from Atari.</p>	<p>1976 The first game to be created in Japan is a boxing simulation, <i>Heavyweight Champ</i>, by SEGA.</p>
<p>1961 The world's first videogame arrives – <i>Space War</i> by Steve Russell. It's the size of FOUR filing cabinets.</p>	<p>The first videogame peripheral is released. It's an electronic rifle add-on for the Odyssey to play <i>Shooting Gallery</i>.</p>	<p>The first shoot-'em-up is released by Midway. <i>Gun Fight</i> is one of the first games to use a microprocessor.</p>	<p>With gaming systems breaking through into homes, Atari gets in on the act with its tasteful teak-effect VCS system.</p>
<p>1951 The card company is renamed 'Nintendo' Playing Card Co. The name means 'leave luck to heaven'.</p>	<p>1972 <i>Pong</i> is a huge success and inspires many to copy the formula, including Bally/Midway.</p>	<p>A major breakthrough – the invention of the ROM chip. <i>Tank</i> is the first game to have graphics on ROM.</p>	<p>The first game to court controversy is <i>Death Race</i> by Exidy. It involves running people over with fast cars – blimey!</p>
<p>1954 US war veteran David Rosen exports pinball to Japan. His company is SEvices GAMES – SEGA.</p>	<p>Magnavox launches the first home system, The Odyssey. It plays <i>Pong</i> and Magnavox sues Atari, claiming it invented the game.</p>	<p>1975 Atari employee Steve Jobs designs <i>Breakout</i> with Steve Wozniak. They go on to set up Apple.</p>	<p>1977 Nintendo launches its first home videogame system. It plays <i>Ping-Pong</i> and works in colour.</p>

The hits keep on coming from Atari. *Asteroids* uses vector graphics to create a spaceship in an asteroid field.



Pac-Man is released in Japan under the name *Puck-Man*. The name change is to stop the 'P' being altered to an 'F'...

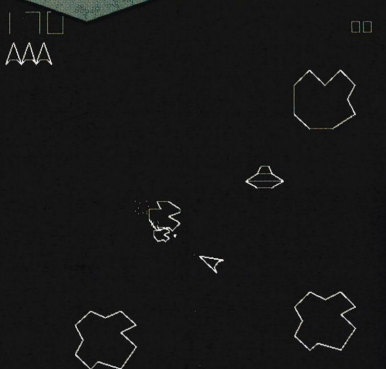
Atari pays \$21m for the rights to *E.T.* But the game is so bad that thousands of copies end up buried in the desert!



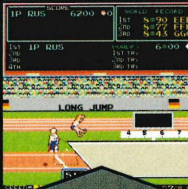
Eventually to appear on every console Nintendo ever made, *Mario Bros* debuts in the arcades. Turtle cruelty ahoy!



The year for great arcade games to be converted to home systems. Games like *Paperboy*, *Bombjack* and *442*.



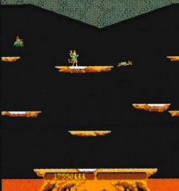
Williams' *Joust* is a two-player winner. It encourages players to team up on one level and then compete on the next.



Bally/Midway's *Spy Hunter* is an instant hit. Fast cars, machine guns, spiky wheels – this game has it all... and more!



1982 New from Sinclair, the ZX Spectrum boasts a whopping eight colours, but only allows two per 8x8 square.

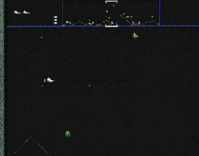


The game that broke a thousand joysticks when it arrived on home computers – *Track & Field* – is released in arcades.



Commodore launches a brand-new computer in the United States. The Amiga kick-starts the 16-bit era in home gaming.

A big shock for Atari – its four best game creators leave at the same time to set up their own company, called Activision.



The first computer from Sinclair Research is launched. The ZX80 officially brings BASIC programming to the masses.



1983 SEGA's first home console arrives this year. The SG-1000 is 4-bit and comes with a small joystick.



JetPac is the first game from Ultimate (to become Rare), who went on to create some of the greatest titles of all time.



ACTIVISION

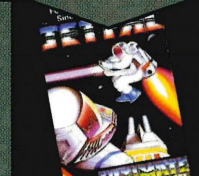
Williams' *Defender* takes arcade gaming to the next level with side-scrolling levels and a map showing enemy locations.



A new PC computer is launched this year by IBM. The keyboard and mouse set up soon became an industry standard.

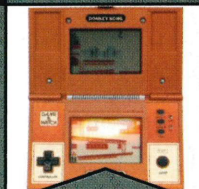


Vector graphics games are by now really taking off in the arcades. One of the best: the classic *Star Wars* from Atari.



The Apple Mac computer launches this year. The Mac 128K is a little different to the Macs we use today...

1979 At last, some serious competition for Atari – Mattel's 'intelligent television', the *Intellivision*.



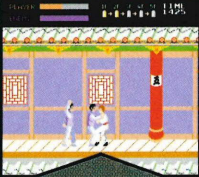
1981 Home computers really take off this year. The Commodore Vic-20 is blessed with a massive 3.5K RAM.



In an era when arcade games have just small sprites for graphics, Don Bluth's *Dragon's Lair* on laser disc causes uproar!



1984 CRASH magazine shows the world that gaming can be fun – no long listings here, just LOTS of games.



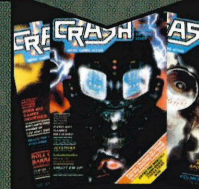
1980 It's the first handheld game from Nintendo and kids love it. The *Game & Watch* is a modern classic.



The grandfather of all videogame magazines launches in November with a *Space Invaders* cover. How time flies...



The Vic-20 and non-starter Commodore 16 were soon superseded by the Commodore 64. The 8-bit race is on!



Many 10ps are spent on *Kung-Fu Master* in 1984. The simple gameplay has people hooked for years afterwards.

Meanwhile over in the arcades a legend is born. *Space Invaders* actually causes a coin shortage in the States.



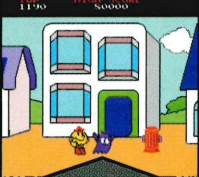
Sir Clive Sinclair is quick to follow this up with the ZX81, complete with a new membrane keyboard and better BASIC.



Marble Madness from Atari is the first game in the arcades to use a trackerball control system. It's revolutionary!



Based on the hit movie, *Ghostbusters* on Spectrum and Commodore is one of the first games to use sampled speech.



Galaxian picks up on the *Space Invaders* craze and becomes the first arcade game to be made in colour. Revolutionary!



Meanwhile, over at Konami, more classics are being born. *Frogger* teaches a generation to look both ways.



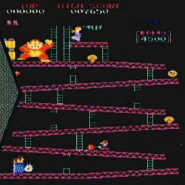
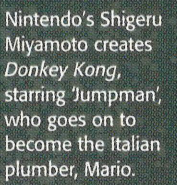
Written by Matthew Smith, *Manic Miner* is the predecessor to *Jet Set Willy*. Both burn themselves into the gaming history.



A new look for *Pac-Man* too – *PacLand* is tied in with a cartoon series and gives *Pac-Man* a makeover and a personality!



Nintendo's Shigeru Miyamoto creates *Donkey Kong*, starring 'Jumpman', who goes on to become the Italian plumber, Mario.



Nintendo's first serious contender for the home gaming crown, the Famicom, becomes the NES outside Japan.



Cashing in on the *Star Wars* hype, *Return Of The Jedi* arcade is a departure from the original's vector graphics look.



A BRIEF HISTORY OF VIDEOGAMES

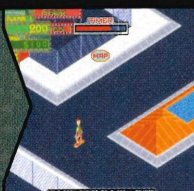
1985 Atari follows Commodore's lead with the Atari ST – both systems make it to the UK in 1987.



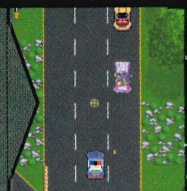
1986 The NES finally breaks into the US and UK this year, bringing the great *Super Mario Bros* with it.



Cashing in on the skateboarding craze, Atari's *720°* gives gamers a challenging skatepark to tackle at high speed.

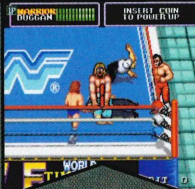


APB is one of the first free-roaming driving game. The humorous police chases make for addictive gameplay.

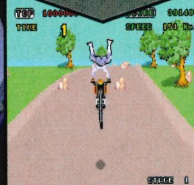


Peter Molyneux and Bullfrog create the first 'God' sim. *Populous* on the 16-bit computers makes us all power mad.

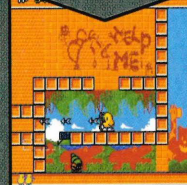
1988 A big arcade hit this year for Taito – *The New Zealand Story* gives a little kiwi the limelight.



Arguably more popular in the home on the Spectrum and C64 than the arcade, *Yie Ar Kung Fu* is an excellent beat-'em-up.



Everyone's favourite pill chomper goes 3D in 1987. *Pacmania* has all the classic gameplay elements of the original.



The very first WWF game is released in the arcade. *WWF Superstars* by Technos goes down well with fans.

SEGA rocks the arcade world by fitting full motion cockpits to its games. Shoot-'em-up *Space Harrier* is the first to benefit.



1987 A new hero is born this year – Link. The *Zelda* adventure games have been popular ever since.



Virus for the Atari ST and Amiga, written by David Braben, is a conversion of a game originally created for the Acorn Archimedes.



Atari chooses to return to the vector splendour of *Star Wars* for *The Empire Strikes Back*. Strangely, it comes out after the *Jedi* game.



Irem's classic 2D shoot-'em-up, *R-Type*, sets the standard for the genre. It's still going as shown by the recent PS2 version.

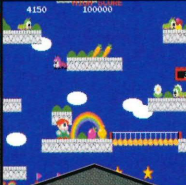
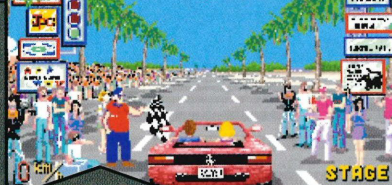


Activision is the first software company to release a game on a CD-ROM – *Manhole* for the PC. It's not very successful.

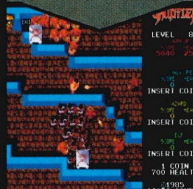
Four-player gaming in the arcades is popularised by Atari's *Gauntlet*. A game of ghosts, keys and running around.



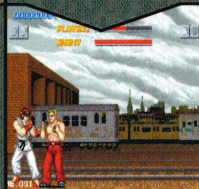
Capcom couldn't possibly have known that its *Street Fighter* game would be the first of almost 30 arcade versions!



The Bitmap Brothers' *Speedball* causes quite a stir with it's ultra-violent twist on the traditional game of football.



Created by Alexey Pazhitnov, *Tetris* has gone on to appear on every format known to man. This is Atari's arcade version. Blocky, innit.



Arguably the most popular of all SEGA arcade games, *Out Run* is Yu Suzuki's follow up to *Hang-On* and *Space Harrier*.



The sequel to *Bubble Bobble*, *Rainbow Islands*, is an enchanting game that has two players chasing rainbows.



At last PCs are starting to become serious gaming kit. The advent of the 486 processor is a real turning point.

After the success of *CRASH*, upstart publisher Newsfield repeats the formula with *Zzap! 64* for the Commodore 64.



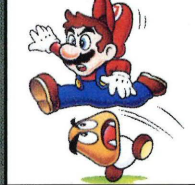
It's not all violence in the arcades though – *Bubble Bobble*'s two little dragons Bub and Bob win many gamers' hearts with their antics.



Maxis releases *Sim City* on the PC. The game gives everyone the chance to play at being a town planner – compelling stuff!



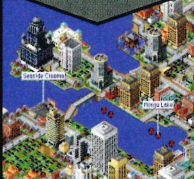
1989 SEGA gets a jump on Nintendo and releases the 16-bit MegaDrive, known as Genesis in the US.



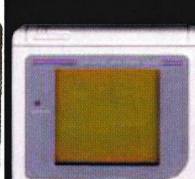
Capcom's *Ghosts 'n' Goblins* stars a knight who fights the undead. If he gets hit, he has to fight on in just his underpants!



SEGA launches its 8-bit Master System in the US. Later models come complete with an *Alex Kidd* game built in!



Written by Jon Ritman and Bernie Drummond for Ocean, *Head Over Heels* lets you switch between two unique characters.



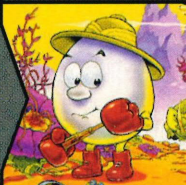
Multi-format take off with arcade, Spectrum and Commodore 64 versions. *Commando* is a big hit.



Acclaim becomes Nintendo's first US developer. The company's had its ups and down since, but is still developing today.



The Oliver twins' *Dizzy* bursts onto the Spectrum. He has a good run until Codemasters and the Oliver's fall out.



Nintendo concentrates on the handheld videogames market. The Game Boy launches and goes on to sell 120 million.

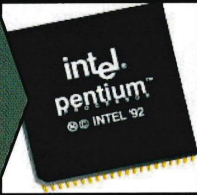




Gamers are wowed by the amazing *Mode 7* on their SNES that gives games a 3D look. *F-Zero* is fairly fast too...



The first Pentium processor turns up the heat on PC gaming. PC games finally have the speed to compete with the consoles.



The SNES goes 3D with the Super-FX chip. Argonaut's *Starfox* is the first game to move into the new dimension.



Electronic Arts buys Bullfrog this year and is soon well on the way to establishing itself as a major force in videogames.

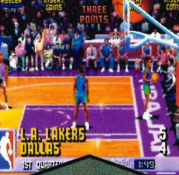
1990 One of the most popular NES games of all time is released this year – *Super Mario Bros. 3*.



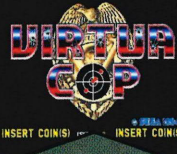
Sid Meier's *Civilization* gives would-be Napoleons the chance to build empires from their sofas.



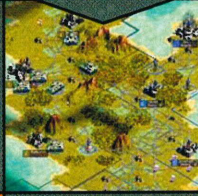
1993 The age of the failed console. 3DO is a powerful machine, but it gets no support and never takes off.



1994 One of the most popular PC games of all time – *Myst*. It's a bit like playing a set of postcards.



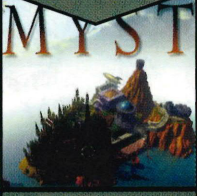
Super Mario World on the SNES brings the plumber's adventures into the 16-bit era. It's an absolutely mammoth game!



SEGA launches the Mega-CD and we are promised 'interactive movies'. *NightTrap* is nearly banned – and very definitely crap.

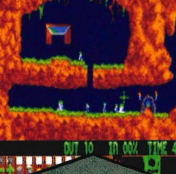


Another first from Midway – *NBA Jam* takes basketball and adds extra twists and quirks to make an addictive game.



Virtua Cop takes the arcades by storm with its polygon graphics and quick-fire lightgun-based gameplay.

Over in Japan, Nintendo is launching its 16-bit Super Nintendo. It's not until 1991 that it launches in the UK though.



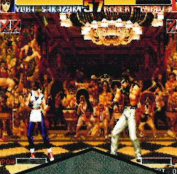
Sony and Nintendo are in talks to produce a SNES CD. Talks break down, so Sony starts work on something it calls the 'PSX'.



Atari has lost its grip on the games world. Its Jaguar is a 64-bit console, but with lacklustre, 8-bit quality games.



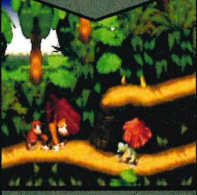
Rare is now doing some really great things with the SNES. *Donkey Kong Country* has 3D sprites and plays brilliantly.



DMA Design's death-defying *Lemmings* is an unexpected hit on home computers. Still a refreshingly original game today.



Namco is onto a winner in the arcades with its new racing game. *Ridge Racer* is fast and furious and the start of a series.



The 2D beat-'em-up is kept alive by SNK and the *King Of Fighters* series. It's a massive hit on the Neo-Geo console.

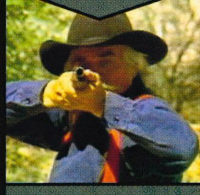
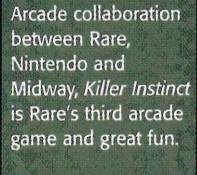
Laser games are still proving popular in arcades with *Mad Dog McCree* adding a nifty lightgun to the package.



1992 SEGA launches the *Virtua* series with *Virtua Racing* by AM2. It uses polygons for the first time.



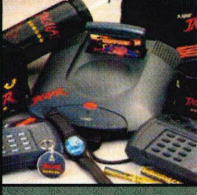
Arcade collaboration between Rare, Nintendo and Midway, *Killer Instinct* is Rare's third arcade game and great fun.



Nintendo tries to sue Codemasters for its Game Genie cheat code device. It loses the case and crafty cheaters rejoice.



Take a popular plumber and put him in a go-kart – the result? An addictive mix – *Super Mario Kart* on SNES.



Fighting games move on from 2D to 3D with SEGA's *Virtua Fighter*. The technical aspect of the fighting still scares some today.



Namco steals the fighting game crown from SEGA with *Tekken* – the two have been slogging it out ever since.

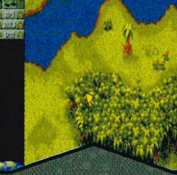
First released on the 386 PC, *Prince Of Persia* by Jordan Mechner boasts some of the most fluid animation yet.



The first-person shoot-'em-up is invented by id Software. *Wolfenstein* is a big smash on Nazi-hating PCs everywhere.



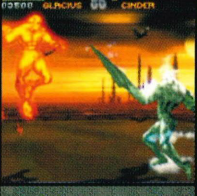
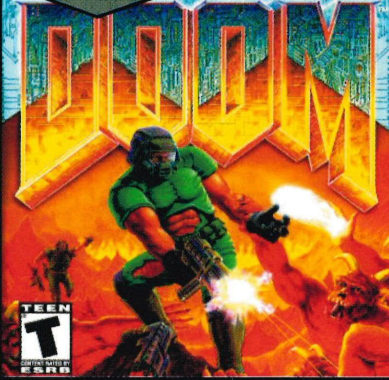
It may have made it with *Wolfenstein*, but *Doom* is the game that really puts id and first-person shooters on the map.



Irem's *Bomberman* brings out a vicious streak. This simple but addictive gameplay is very soon converted to all consoles.



'Finish Him!' and 'Fatality' are the phrases of the moment as Midway's *Mortal Kombat* takes over the arcades – spine rip anyone?



Sensible Software has a real hit on its hands with *Cannon Fodder* on the Amiga. Little graphics but big on gameplay.

1991 Sonic is hot on Mario's tail this year in a MegaDrive game that leaves the rest standing still.



Zelda from Nintendo gets a major 16-bit update on the SNES. *The Legend Of Zelda: A Link To The Past* is a legendary game.



Bub and Bob, stars of *Bubble Bobble*, are back! *Puzzle Bobble* is a simple but highly addictive bubble-bursting game.



A BRIEF HISTORY OF VIDEOGAMES

1995 The next wave of console wars begins this year. SEGA Saturn is more powerful than Sony's PSX project...



But Sony's PSX – now called the 'PlayStation', taps into the clubbing culture and steals first place from SEGA.

Nintendo screws up! The Virtual Boy is a 3D console with rather strange, red-hued graphics. It never arrives in Europe.



Capcom invents a whole new genre – the survival horror game. *Resident Evil* on the PlayStation scares us all witless!

There are great rumblings in the PC world. Microsoft launches Windows 95 – DOS is dead, everyone rejoices.



'Virtual reality' is the phrase of the moment. Even *Pac-Man* gets a VR game courtesy of Virtuality. It didn't catch on.



A lyrical dog gets everyone bemani-ing on their PlayStations in *Parappa The Rapper*. Word up!



The Saturn is now struggling to compete against the PlayStation, despite great games like *Panzer Dragoon*.



Grand Theft Auto causes a stir. Questions about its violent content are considered in the House of Commons.



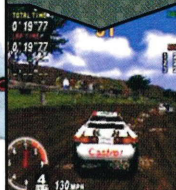
1998 An original First-person shooter with a decent storyline, *Half-Life* is a massive PC hit.



It's time for an update for Nintendo's classic black and white handheld – enter stage left: the Game Boy Color.



SEGA Rally Championship is a big hit with arcade driving fans. The corner slides are challenging and loads of fun.



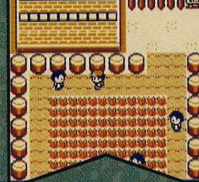
Eidos launches *Tomb Raider*, originally as a SEGA Saturn exclusive. It moves to the PSone where it sells by the truck-load.

1997 Japan gives us the Tamagotchi and starts the Pokémon craze. We're still trying to catch 'em all...



The House Of The Dead popularises lightgun games again. SEGA produces two sequels – one involves typing!

Hit N64 title *Zelda: Ocarina Of Time* makes more money than any Hollywood movie over the Christmas period.

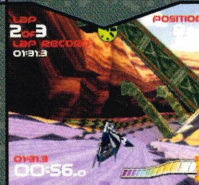


Pokémon Red and Blue are released for the Game Boy along with a cartoon series on Sky One. It's just the start...

After a long run with Nintendo, Squaresoft announces that its next *Final Fantasy* game will be on PlayStation only.

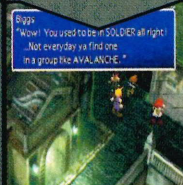


The PlayStation sets new standards in console gaming. *Wipeout* from Psygnosis is a complete speed rush.



id Software does it again with *Quake* on the PC. The game is a massive multiplayer hit on the new-fangled 'Internet'.

Final Fantasy VII is finally released on the PlayStation and sells a record two million copies in just three days in Japan.



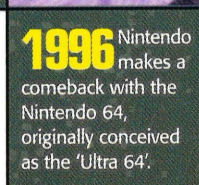
New standards are set in racing with Polyphony Digital and Sony's *Gran Turismo* on PlayStation.



Rare continues to work its magic for Nintendo. *Banjo-Kazooie* on the N64 is a lively and fun platform game.



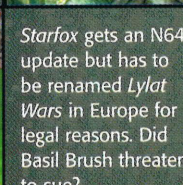
Street Fighter is still going strong. The most popular version to date is probably the *Street Fighter Alpha* series.



1996 Nintendo makes a comeback with the Nintendo 64, originally conceived as the 'Ultra 64'.



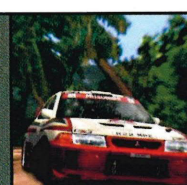
1.6 million N64s are sold in the first three months, most of them with a copy of *Super Mario 64* – Mario is officially 3D!



Starfox gets an N64 update but has to be renamed *Lylat Wars* in Europe for legal reasons. Did Basil Brush threaten to sue?



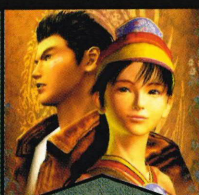
Rare and Nintendo score a big hit with *GoldenEye 007* on the N64. The game is seen as a multiplayer masterpiece.



Konami and Hideo Kojima take the *Metal Gear Solid* series to new heights on the PlayStation. Solid Snake becomes an icon.



1999 SEGA steals a lead from Sony in the 32-bit console race and the Dreamcast is launched.



Sim games move from the city into the home. *The Sims* from EA lets you take control of 'ordinary' people's everyday lives.



Rockstar takes the 2D PlayStation *Grand Theft Auto* and gives it a 3D look for the PS2 with *GTAIII*.



2003 Sony starts the year in grand style – celebrating the sale of 4 million PlayStation2s world-wide!



SEGA's *Shenmue* on Dreamcast creates a whole new genre, FREE (Full Reactive Eyes Entertainment). No, really...



Phantasy Star Online allows console players to talk to each other in-game using the Dreamcast keyboard.



The best PS2 game of all time? Rockstar's *Grand Theft Auto: Vice City* sells one million copies in just a single day in the US.

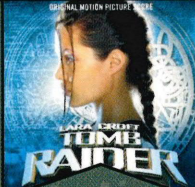


2004 E3! The DS, new mature Zelda, styluses and the huge Reggie Fils-Aime!

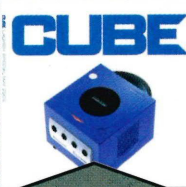
The Dreamcast has a unique add-on – the VMU (Visual Memory Unit). It's a mini-console that fits into the joypad.



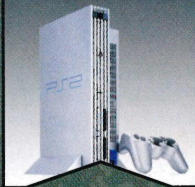
Dreamcast makes online console gaming a reality. *Chu Chu Rocket* is actually given away free to gamers!



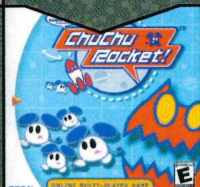
SEGA announces that it is discontinuing the Dreamcast and will become solely a software developer instead.



Nintendo releases an update of the Game Boy Advance – the GBA SP is half the size and has a backlight – no sunshine required!



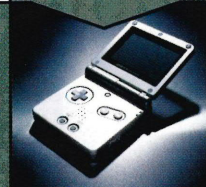
Namco joins forces with Sony to release an update. *Tekken Tag Tournament* has a cool bowling sub-game.



Eidos cashes in on the success of *Tomb Raider* with a movie starring Angelina Jolie. It's amazingly bad... FACT!

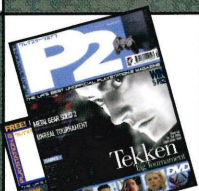


CUBE Issue six hits the shelves in a special edition slip-case to celebrate the launch of the GameCube in the UK. Woo! Yeah, etc.

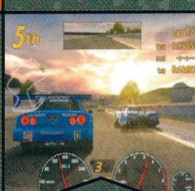


Sony – not content with out-selling all rivals – launches a special edition silver PS2. Everyone rushes to buy one.

Konami is trying to get everyone dancing in the arcades with its *Dance Dance Revolution* games. Shake your thang.



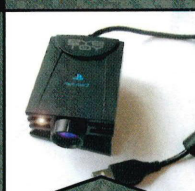
2001 *Conker's Bad Fur Day* on N64 is a first for Nintendo – a game with bad language in it!



2002 A new player enters the console war – Microsoft. Xbox is the first console with a hard drive.



Sony counters by announcing that it is working on PlayStation Portal – the PSP – a handheld rival to the GBA!



The PS2 is thriving on sequels to great PSone games. *Gran Turismo 3: A-Spec* wows everyone who plays it, and we mean everyone!



Nintendo goes for miniaturisation with the GameCube – its first major console to use discs instead of cartridges.



The EyeToy hits the PS2 – allowing gamers to tackle videogames without even having to pick up a joypad!

The *Virtua* series moves from beat-'em-ups to sports games. *Virtua Tennis* is still seen as one of the best today.



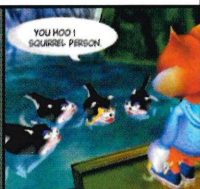
The Xbox Live system gives players the opportunity to actually talk to each other using a mic while playing.



Sony follows this announcement with one on a new multimedia home entertainment system – the 'PSX'.



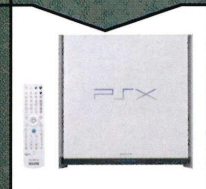
2000 Sony brings out the big guns. Loads of PS2 mags appear, including **CUBE's** sister publication P2.



Jet Set Radio on Dreamcast is the first cel-shaded videogame. It has some pretty unique gameplay too.



Bungie creates one of the games of the year with *Halo* on Xbox. No-one has ever seen graphics like these on a console before.

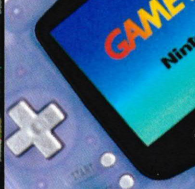
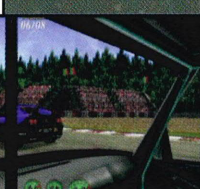
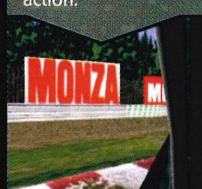


Sony catches up with Xbox and finally launches onto the web with its first online title, *SOCOM: US Navy SEALs*.

SEGA's *Ferrari F355 Challenge* is an arcade machine with THREE screens for some really widescreen racing action.



Another update for the Game Boy – Game Boy Advance gives gamers near-PlayStation quality games, on the go.



So there you have it – the evolution of videogames as it happened... over three centuries! Games are pretty old... So, now that you know everything about gaming past, you can check out our E3 coverage for the gaming present, and as always **CUBE** will continue to speculate on gaming future. All bases covered we'd say.



IT'S E3

CUBE, COMING AT YOU LIVE FROM THE FLOOR OF THE YEAR'S BIGGEST GAMING EVENT!

E3 IS THE main event in the games calendar and always throws up a few shocks and surprises. It's the one chance all the software publishers have to lock horns directly and let their games battle for prominence... with a little help from huge stands, thumping music, light rigs and enormous projection screens of course. Oh,

and girls. Girls who probably couldn't tell Yoshi from Bowser but who can sure carry off the hotpants look. We're not interested in that of course. We're all about the games, and no amount of flesh could deter **CUBE** from uncovering the tastiest morsels and juiciest gossip on the show floor.

The show itself is a great opportunity for

"WE'RE NINTENDO, AND WE'RE ABOUT KICKING ASS AND TAKING NAMES."



E3: great for showing off girls... not so great for actually playing the games though.

OUTLINE



companies to show how big and powerful they are by putting together the biggest stand with the most girls and the loudest soundtrack, not to mention the odd celebrity appearance (Vin Diesel and Stan Lee were lurking around this year), but more and more are beginning to realize it's not actually a very good showcase for their games. It's noisy, crowded, hot and chaotic. With so much to talk about this year, Nintendo staged a huge press conference the day before the show way up in the Hollywood hills to outline their strategy for what could be a make or break year in the company's history.

It quickly became obvious that Nintendo is making an effort to shrug off the kiddy-friendly image that's so often cited as the

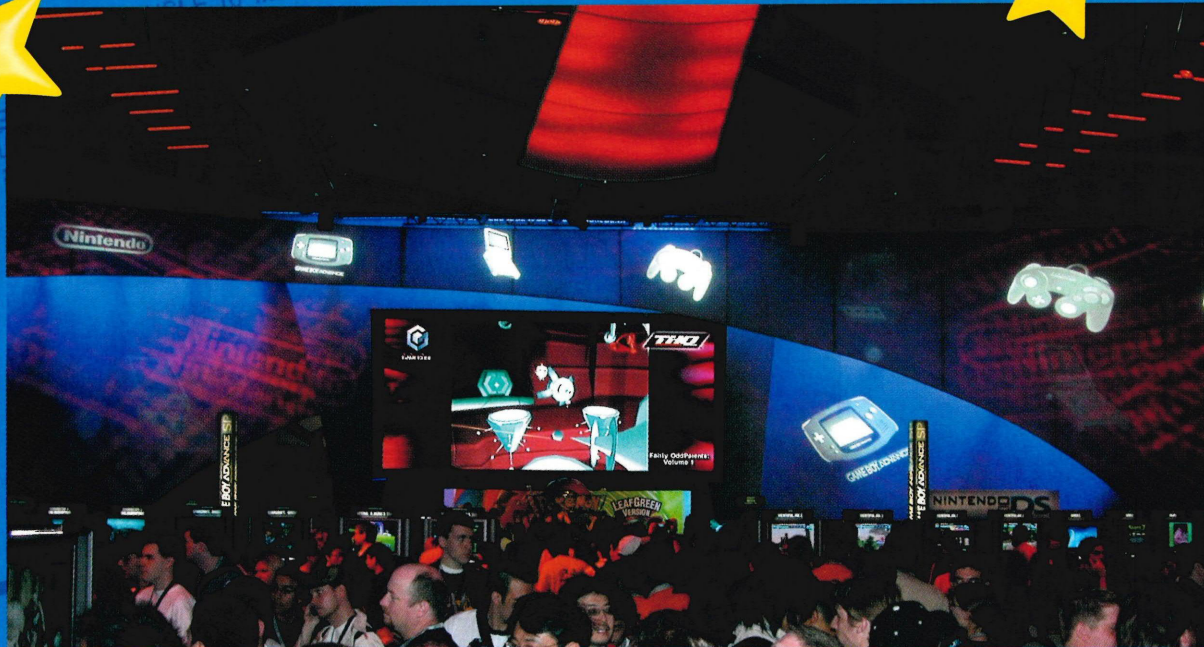
main reason why it's unable to compete on an equal footing with Sony and Microsoft. Reggie Fils-Aime, executive VP of sales and marketing NOA hit the stage with the words "We're Nintendo, and we're about kicking ass and taking names."

Ahem. The underlying message though was more traditional – gameplay, innovation and expanding people's perception of what games can be. The year ahead is without doubt a huge one for Nintendo.

As we enter the autumn of this console generation Nintendo needs to show it can remain in the game and the success of new additions to the major franchises – *Star Fox*, *Metroid*, *Zelda* – will have a big say in the Big N's long term future. So, of course, will the DS.

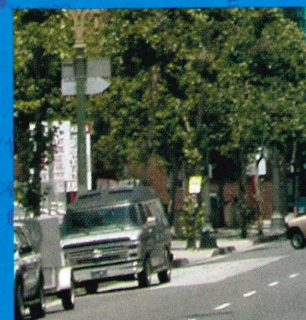
"PEOPLE QUEUED FOR OVER TWO HOURS TO CATCH A PEEK AT THE DS"

For the first time ever there is a genuine threat to Nintendo's dominance of the handheld market in the form of the PSP. The Game Boy has seen off all previous competition with relative ease and the amount of money that has poured into the Nintendo coffers from the handheld market over the years can't be underestimated, so losing that dominance could be catastrophic. The PSP looks cool, has great graphics, increased functionality and will sell to people who would never have



IT'S SHOWTIME

"IMAGINE A CROSS BETWEEN GRAND THEFT AUTO AND RESIDENT EVIL AND YOU'RE IN THE BALLPARK"



previously considered buying a handheld console. Enter the DS, and it's got its work cut out. The two displays and touch screen offer scope for developers to do something different, but it's down to developers themselves to make use of the opportunity. It's also down to Nintendo to buck its normal trend and market the device effectively in Europe. Perhaps the biggest unanswered question left over from the show is whether the DS will replace the GBA. Nintendo stated the DS would be the 'third pillar' in its hardware range but backwards compatibility with GBA games begs the question of whether people will continue to buy GBAs once the DS becomes available.

At the show itself Nintendo devotees showed no signs of waning enthusiasm. As always Nintendo's stand was a cavernous affair literally rammed from the moment the doors opened in the

morning, to chucking out time. People queued for over two hours to catch a peek at the DS and actually getting onto any of the games on the stand was like trying to take a bone from a fierce dog. The big software announcement at the pre-show conference was the news of a new *Zelda* game in the works, but the main item of interest on the show floor was easily *Metroid Prime 2: Echoes*. How do you create a sequel to one of the greatest games of all time? Simple. You fine tune, you add and you improve. *Echoes* does all the above and chucks in some fiendishly addictive multiplayer options as well.

Elsewhere Activision has an impressive roster of titles on the way to the GC. *THUG 2* promises to iron out a lot of the irritating elements that took the sheen off the first *Tony Hawk's Underground* while *Spider-Man 2*, shown for the first time, looks simply sweet. From high among the

skyscrapers right down to street level the game recreates Manhattan spectacularly and really does look the business. WWII shooter *Call Of Duty* is still unconfirmed, but a GameCube version is definitely on the cards. The franchise has already eclipsed EA's *Medal Of Honor* series on PC and could do the same on consoles. More good news came in the form of *Dead Rush*, a new title revealed for the first time at the show. It's still in early development and doubtful to appear before next summer, but it's looking intriguing. Imagine a cross between *Grand Theft Auto* and *Resident Evil* and you're in the ballpark. Your character wakes up with amnesia to find himself in a town overrun by monsters and zombies and the only way to survive is to stay on the move using the various abandoned vehicles littering the streets. You can stand and fight, but you won't last too long. The version of the game we saw was pretty scratchy in places with

It's strange that Activision waited so long to show us *Spider-Man 2*, but surprisingly it's looking quite good.





GAME	PUBLISHER
CALL OF DUTY: FINEST HOUR	ACTIVISION
DEAD RUSH	ACTIVISION
KING ARTHUR	ACTIVISION
LEMONY SNICKET	ACTIVISION
SHARK TALE	ACTIVISION
SHREK 2	ACTIVISION
SPIDER-MAN 2	ACTIVISION
TONY HAWK'S UNDERGROUND 2	ACTIVISION
X-MEN LEGENDS	ACTIVISION
DIGIMON RUMBLE ARENA 2	ATARI
DIGIMON WORLD 4	ATARI
TERMINATOR 3: REDEMPTION	ATARI
KILLER 7	CAPCOM
MEGAMAN X COMMAND MISSION	CAPCOM
RESIDENT EVIL 4	CAPCOM
VIEWTIFUL JOE 2	CAPCOM
SECOND SIGHT	CAPCOM
CATWOMAN	CODEMASTERS
DEF JAM: FIGHT FOR NEW YORK	EA
FIFA SOCCER 2005	EA
GOLDENEYE: ROGUE AGENT	EA
HARRY POTTER: POA	EA
LOTR: THE THIRD AGE	EA
MADDEN NFL 2005	EA
NASCAR 2005	EA
NBA LIVE 2005	EA
NCAA FOOTBALL 2005	EA
NHL 2005	EA
THE URBZ	EA
TIGER WOODS PGA TOUR 2005	EA
TIMESPLITTERS: FUTURE PERFECT	EA
TY 2	EA
THE MOVIES	LIONHEAD
BATEN KAITOS	NAMCO
STREET RACING SYNDICATE	NAMCO
TALES OF SYMPHONIA	NAMCO
ADVANCE WARS: UNDER FIRE	NINTENDO
DONKY KONGA	NINTENDO
DK JUNGLE BEAT	NINTENDO
FIRE EMBLEM	NINTENDO
GEIST	NINTENDO
LEGEND OF ZELDA	NINTENDO
MARIO PARTY 6	NINTENDO
MARIO TENNIS	NINTENDO
METROID PRIME 2: ECHOES	NINTENDO
ODAMA	NINTENDO
PAPER MARIO 2	NINTENDO
PIKMIN 2	NINTENDO
STAR FOX	NINTENDO
ZELDA: FOUR SWORDS ADVENTURES	NINTENDO
AMAZING ISLAND	SEGA
PHANTASY STAR UNIVERSE	SEGA
PUYO POP FEVER	SEGA
VIRTUA FIGHTER QUEST	SEGA
THE INCREDIBLES	THQ
JIMMY NEUTRON	THQ
POWER RANGERS	THQ
SPONGEBOB SQUAREPANTS	THQ
TAK 2	THQ
WWE DAY OF RECKONING	THQ
PANDORA TOMORROW	UBISOFT
POLAR EXPRESS	UBISOFT
PRINCE OF PERSIA 2	UBISOFT
GHOST RECON 2	UBISOFT
SPYRO: A HERO'S TAIL	VU
STARCRRAFT: GHOST	VU

Having spent the best part of a week being buffeted from pillar to post by thousands upon thousands of games

people from all around the world, long evenings spent in snazzy restaurants and slowly turning pink in the smog-intensified LA sunshine, it's strangely comforting to be on the way home. Grey, bracing mornings, breakfasts that don't involve syrup and the idea of going a whole day without witnessing a high-five have all been sorely missed. Best of all though is the reassurance that we have an awful lot of Nintendo goodness to look forward to. Release dates are now in place for the first-party titles, while plenty of support from the major third-parties should see new life breathed into the GC. The only cloud on the horizon is how the DS will compete with the PSP. The quality and potential of the machine is not in doubt, but Nintendo's ability to fire it into the public imagination is. One thing's for sure though – we'll be back next year, kicking arse, and taking a few names of our own!



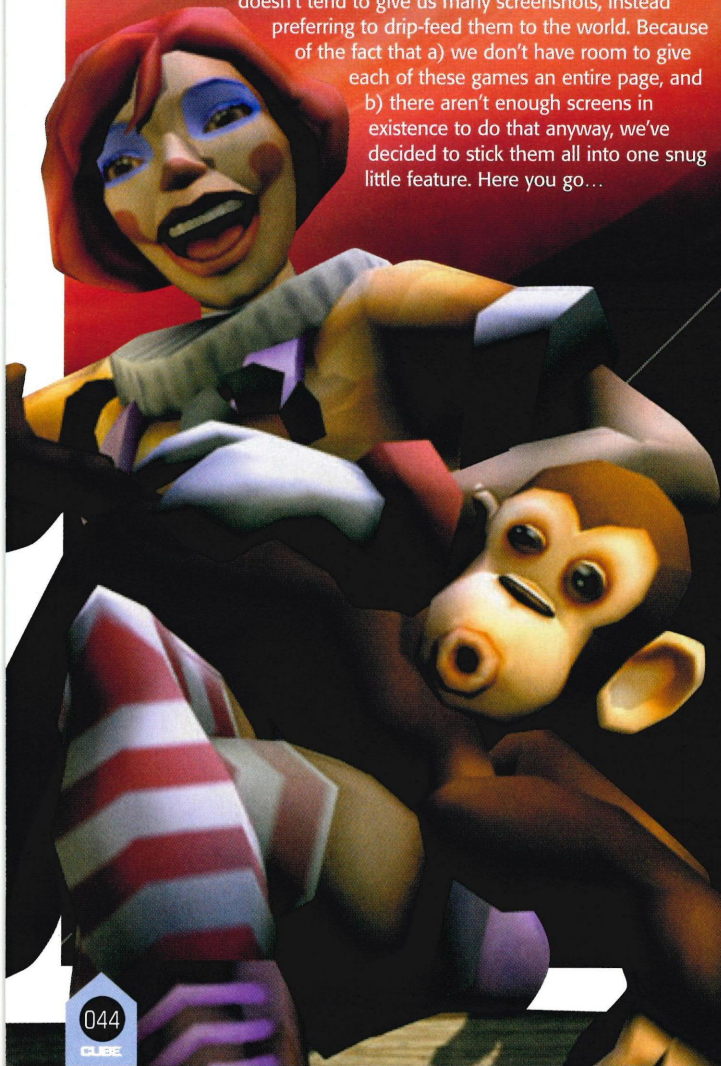
**"THE UNIVERSAL APPEAL
AND PROFILE OF RESIDENT
EVIL IS SURE TO CONVERT
MANY TO THE CAUSE"**



EA @ E3

ALL OF EA'S OFFERINGS UNDER ONE ROOF!

EA ALWAYS HAS a shed-load of titles on show at E3, but it doesn't tend to give us many screenshots, instead preferring to drip-feed them to the world. Because of the fact that a) we don't have room to give each of these games an entire page, and b) there aren't enough screens in existence to do that anyway, we've decided to stick them all into one snug little feature. Here you go...



INFO

GENRE: SPORT

PLAYERS: 1-4

OCT '04 TBA OCT '04

PERCENTAGE COMPLETE

00 25 50 75 100

NBA LIVE 2005

The game that everyone thinks they're good at...

THE MAIN DIFFERENCE with the new version of *NBA Live* comes in the form of the EA SPORTS Freestyle Control. This new addition enables you to create your own dribble moves, string together sweet-looking combos, and

pull off defensive plays that express your individual playing style. The all-new 10-Man Freestyle adds individual player movements and spacing, creating a much more realistic feel.

And that's about it!

Just how long can this go on for?

INFO

GENRE: SPORTS

PLAYERS: 1-4

OCT '04 TBA OCT '04

PERCENTAGE COMPLETE

00 25 50 75 100

FIFA FOOTBALL 2005

EVERY YEAR IT comes and every year we moan about how cheeky it is that EA releases a full-price game that is essentially just a data disc. The truth of the matter is though, that EA is the only publisher releasing footie games on the GameCube, so if you want the most up-to-date offering you have to go with *FIFA*.

Thankfully this monopoly on the market hasn't meant any laziness on EA's part, and year-on-year, the game does improve... well, as much as you can improve something in the space of 12 months. Graphically the game is a little slicker, and obviously all the stats are as up-to-date as they can be, but EA is holding back on any other enhancements, instead choosing to show us the basic single-player mode of the game. With 350 teams and 12,000 licensed players, *FIFA* is still way ahead of the pack when it comes to providing the definitive football experience. The only problem we have is forking out 40 quid for something that's not a million miles from last year's effort.

In the months to come we're sure EA will issue an all-encompassing press release to excite and inform us... but don't expect any big surprises. It's footie innit?



↑ So remind me again... we're killing the good guys, right?

GOLDENEYE: ROGUE AGENT



Where's Bond? James Bond?

GOLDENEYE: ROGUE AGENT, the sequel to the N64 shooter game *GoldenEye*, does a flip-reversal by placing you on the side of the bad guys instead of MI6. Clearly inspired by Sean Bean's character Alec Trevelyan in the *GoldenEye* movie, your character, an aspiring double-O agent, is thrown out of MI6 for 'reckless brutality' but is quickly snapped up by the infamous Auric Goldfinger. Goldfinger is caught in a bitter feud with Dr No and needs your help to overthrow the doctor and take complete control of the world's largest criminal organisation (we assume this is S.P.E.C.T.R.E.). However, during an encounter with Dr

No your character loses an eye, which is replaced by a gold coloured synthetic one, earning your character the titular name GoldenEye.

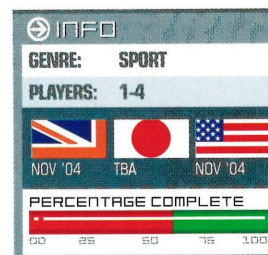
During the game you meet a range of characters from the Bond universe, including Oddjob, Scaramanga, Xenia Onatopp and Pussy Galore as you travel across the globe to exotic locations such as Hong Kong, Switzerland, Fort Knox and even Dr No's Crab Key lair in the Caribbean, creating havoc and destruction wherever you go. The game promises loads of unpredictable, fast-paced shooting action that really puts GoldenEye's MI6 training to the test.



↓ Did you ever imagine footie games looking this good?

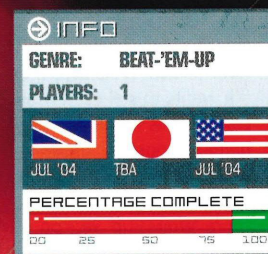
MADDEN 2005

Jabba...pizza... huh, hut!



THIS YEAR'S GAME introduces the Hit Stick, which gives players the ability to turn a game around with a crucial tackle, and delivers the power to take control of the game from the defensive side of the ball like never before. Along with all-new defensive pre-play controls and defensive AI enhancements, the defense now has a diverse arsenal of weapons. Franchise Mode has been enhanced with the new Storyline Central, where you manage the players and stories of the week. You can get the latest scoop on your team by listening to Tony Bruno's weekly sports radio talk show and scanning stories in both local and national newspapers.

CATWOMAN

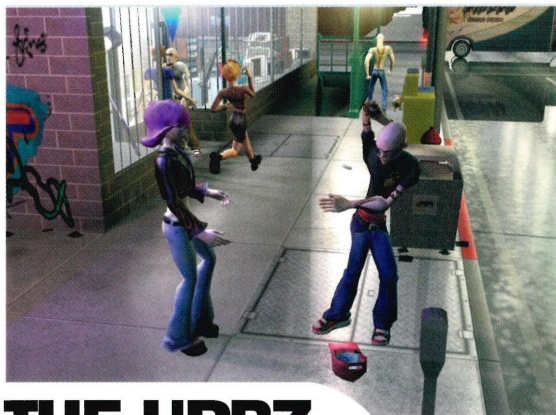


↑ "Ha-ha! Being a cat means I can see through my feet!"

Dig your claws into this...

AFTER MICHELLE PFEIFFER'S unforgettable performance as Catwoman in *Batman Returns*, it didn't seem possible that anyone could step into her thigh-high PVC boots. But Halle Berry has taken on the challenge with much aplomb, if *Catwoman* the game is anything to go by. Based on the movie, players get to control the sultry Catwoman aka Patience Phillips as she kicks and claws her way through levels set in seven different locations. Boasting a 'cat-sense' that'll have Spider-Man seething with envy, Catwoman can dodge bullets, leap across rooftops or utilize her whip to swing through the air leaving a trail of destruction behind her. Players can also use the interactive backgrounds as a means of trapping enemies or knocking them unconscious. Handy really, as trouble is never far behind. Catwoman tries to uncover the truth about Hedare Beauty Corporation, a corrupt organization that harbors a dark and deadly secret. It will stop at nothing to ensure that this secret doesn't become public knowledge. As they say, curiosity killed the cat, so be prepared...



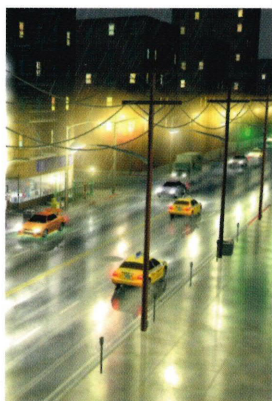


THE URBZ SIMS IN THE CITY

Fear and
loathing

INFO	
GENRE:	LIFE SIM
PLAYERS:	1
Q3 '04	TBA
Q3 '04	Q3 '04
PERCENTAGE COMPLETE	
00	25 50 75 100

WE'D ALL LIKE to live the twee life of the Sims... for an hour or two. EA is aware that if it wants to sell even more copies of its hit game series it need to appeal to a bigger demographic, and has gone on to develop this grittier, more 'grown-up' version – *The Urbz*. The 'Z' says it all really. In *The Urbz* (shudder), the idea is to take on a more direct approach to your character's lifestyle. You'll have more scope in creating your own style (to the extent of being able to use the Eye-toy in the PS2 version) and it's this aspect that is integral to progress in the game. You see, as you gain more of a reputation through being good at your job (staying true to the style, the jobs you take on will also be manually directed), gaining promotion and meeting more people at expensive parties, people will imitate your style. Eventually the idea is that you'll be the biggest 'player' around, weeping bling from every pore and able to access wherever, whenever, and indeed, whoever you want at any time. A GBA version is also planned, that will have a far more linear approach. Who needs a life anymore?



What? It'll look like that? Err... no, sorry folks.

Journey
deeper into
Middle-earth



INFO	
GENRE:	ACTION RPG
PLAYERS:	1
Q4 '04	TBA
Q4 '04	NOV '04
PERCENTAGE COMPLETE	
00	25 50 75 100

LORD OF THE RINGS: THE THIRD AGE

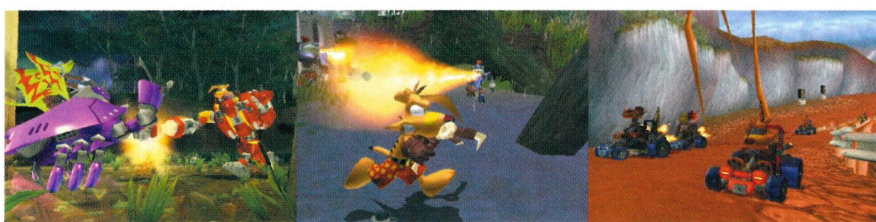
THERE MAY NOT be any more *Lord Of The Rings* films coming out, but fans can console themselves with EA's latest foray into Middle Earth. Based on Peter Jackson's movie trilogy rather than the books, *The Third Age* is a turn-based action RPG game that follows a new band of colourful characters as they interact with the film's villains and heroes. While the game features many of the movies' key events, such as the encounter with Balrog in the Mines of Moria in *Fellowship Of The Ring*, and defending the city of

Osgiliath, *The Third Age* also takes the player to rarely seen before locations, where they can partake in sub-missions and even unlock new characters such as Sauron's agents. More impressive still is the ability to play as these new characters even if it means siding with the enemy, giving a whole new spin on the *Lord Of The Rings* story and a totally new experience for *Lord Of The Rings* fans. It might not have the hype of the other games, but *The Third Age* looks set to be one of the most involving LOTR titles to date.

TY 2

If at first you don't succeed...

WE FEEL THAT only real platform aficionados will care about this at first glance – and that was the case for us too – but taking a closer look reveals this to have a lot more depth to it than the rather iffy original. As before, the protagonist takes the form of Ty the Tasmanian Tiger, and this time he's armed with 21 boomerangs of variable power as well as five 'mech units' that are used to cross the huge open levels, be it in the sky, cutting through lava, or on land. They are also used to take out larger enemies with their weapons that can spew fire, ice and all manner of projectiles. The story goes that Boss Cass has succeed in his attempts to break out of Currawong Jail, and after reinstalling himself as the dictator of Cassopolis, has launched an army of über-reptiles with the view of... wait for it – taking over the world! Blimey!



NHL 2005

Enough already... why don't
you just puck off.

INFO	
GENRE:	SPORT
PLAYERS:	1-4
OCT '04	TBA
OCT '04	OCT '04
PERCENTAGE COMPLETE	
00	25 50 75 100

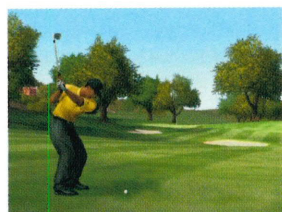
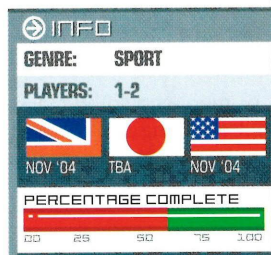
NOW IN ITS 13th incarnation (okay, that's enough now thanks) *NHL* is still the best hockey sim out there. The new Open Ice Control allows players to execute complex offensive plays such as give-and-goes and breakaway passes, or call for a defensive double team with the touch

of a button. The Dynasty Mode is further enhanced with a new interface, and more interactive GM/owner relationships. *NHL 2005* also delivers all the action of World Cup Hockey, with the top eight International Teams and venues from North America and Europe.

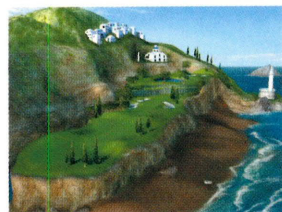


TIGER WOODS PGA TOUR 2005

Tiger returns
for more
top-form
action



Oooh, look at that
stance... perfect form sir!



THE GREAT THING about naming a game after the year it represents is that you can release one of them every year. Genius. Seriously though, we don't really understand the point in releasing another *Tiger Woods*: most people are of the opinion that last year's effort was pretty fine, and the only reason it didn't score higher was because, well... it's golf. Admittedly though this year's game promises to include a new course-altering system, which enables you to change the width of fairways, and create undulating greens out of flat surfaces.

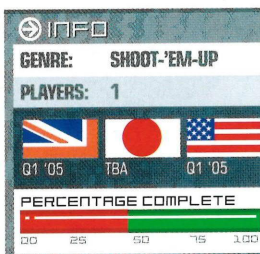
Everything else you'd expect to see is in there: an all-new flashy front-end, updated stats, ever so slightly improved graphics... oh, and Tiger's nose is two percent smaller this year for some reason. Fans will buy it. Everyone else will struggle to see why they should pay 40 smackers for it when they can get last year's stellar effort for half the price.

Well, that's what you'd think anyway, but you can be sure that it will sell enough copies to warrant a sequel next year.



Perfectly
dark!

TIMESPLITTERS: FUTURE PERFECT

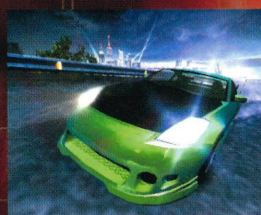


DESPITE TIMESPLITTERS BEING so very well received up to now, it seems that Free Radical has wanted to move away, eschewing the established cartoon style that we've become accustomed to, giving us something that looks more akin to *Unreal Tournament*. Whether this will be the case with the gameplay, skipping the idea of a story and instead giving us a series of blood-soaked battle arenas to bath in, is not yet known, but we suspect that given the title of the game we'll be seeing a flux capacitor-driven narrative in there somewhere. Certain levels where we were subjected to a sky teeming with propeller aircraft and jeeps further hint that this is the case.

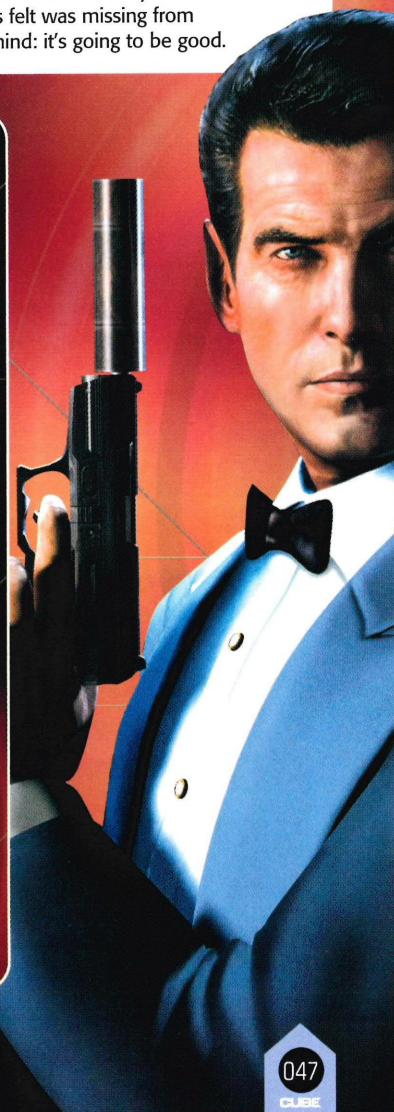
Free Radical is being understandably coy with the finer details, but from our quick play we can gather that the combat is as quick and reflex-driven as before, and the weapons are as much of a pleasure to use as always. We also noticed a level of 'solidity' in the levels and physics engine that we sometimes felt was missing from *Timesplitters 2*. Keep this one in mind: it's going to be good.

NEED FOR SPEED UNDERGROUND 2

Fasten your
seatbelts
people!



IF YOU'RE ONE of those guys/gals who thought *The Fast And The Furious* was one of the best films ever made, then we recommend you keep an eye out for the latest *Need For Speed Underground* title... and maybe read more books. The game immerses you in the world of fast races and even faster babes as you take part in some of the hottest races in town. It features all new game modes (although, at this time, EA is remaining coy as to what these modes are... sounds familiar) new performance customisations and tuning options, and over 30 licensed cars to choose from. In fact, if you include the new visual customisation upgrade options, you've got over 70 billion possible car combinations to play around with! Well, that'll keep you busy, if nothing else.



I play dead

CUBE

⊕ INFORMATION

GEIST

PUBLISHER: NINTENDO

DEVELOPER: N-SPACE

ORIGIN: US

GENRE: STEALTH ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

DUKE NUKEM:
TIME TO KILL

PSONE

DUKE NUKEM:
LAND OF THE
BABES

PSONE

DANGER GIRL

PSONE



⊕ Good old Nintendo and its insistence on a four-player option.



Who you gonna call? Ghostbusters!

JUST WHEN WE thought we'd seen and done it all, n-Space put the heebie-geebies in us with its ghostly stealth adventure. *Geist* follows the story of John Raimi, a disease-control agent who is sent to investigate the shadowy Volks Corporation. Whilst there, Raimi is captured and subjected to a horrific experiment that tears his spirit from his body. Now a ghost, Raimi must search the halls of the Volks complex in search of his body, whilst seeking revenge on those who did this to him.

As a ghost, you can possess the objects around you, such as fire extinguishers, computers and lights, which you can use to scare humans or other creatures. Once scared, you are able to enter their bodies and use them as a channel to solve puzzles or enter new areas of the complex. For instance,

a mouse can get into small nooks and crannies, a dog can enter highly-guarded zones, whilst an engineer can access computers in restricted areas. Once inside the human/creature's body, you take on their traits and memories. This is great for solving puzzles, as the humans you possess should have vital information that can help you, but it's not so good when, as a mouse, you are drawn to mousetraps baited with cheese. In total, there are a dozen creatures that you can possess although your spirit form has its uses too. As a ghost you are invisible to the naked eye, so are able to get past the Volks Corp's henchmen undetected and you can even float through certain walls and fences.

Geist offers a mixed batch of puzzle solving and stealth action gameplay, all seen through a first-person

perspective, so there should be plenty to get your pulses racing... which is more than can be said for poor old Raimi.

CUBE

THE COMPANY LINE

"PREPARE FOR A HAUNTINGLY INNOVATIVE FIRST-PERSON ADVENTURE WITH A SUPERNATURAL TWIST!"

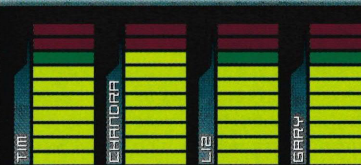
NINTENDO PRESS RELEASE

CUBE BACKATCHA

We prefer our games with a twist of lemon...

CUBE EXPECTATIONS

GHOSTLY ADVENTURE



- ⊕ Boo! You're a ghost!
- ⊖ Novelty factor might wear off quickly

■ We've been intrigued about this one for a long time now, but it could so easily go down the wrong road. Thankfully the relatively unknown team at n-Space has, under the guidance of Nintendo, surfaced on the right side of the fence.



FIRST REACTION
A little on the simple side but we're looking forward to playing it for the cool transformations alone.

Slim Shady

CUBE

INFORMATION

PAPER MARIO 2

PUBLISHER: NINTENDO

DEVELOPER: INTELLIGENT SYSTEMS

ORIGIN: JAPAN

GENRE: ACTION RPG

PLAYERS: 1

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

PAPER MARIO

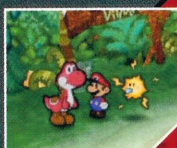
N64

METROID FUSION

GBA

ADVANCE WARS

GBA



PAPER MARIO 2

Nintendo hires a new paper-boy for its next winner

IT WAS ONLY last month that we brought you the very first shots of Mario's paper-thin adventure, but now we've had the chance to see it in action on the Nintendo stand and can tell you far more about it.

On the surface the GameCube title appears to be very similar to its N64 predecessor, but on further inspection you can see that there are many differences. Firstly the graphics are stunning. They are presented in a similar style to the N64 version, albeit with clear,

crisp textures, and gorgeous animation. Aside from this obvious upgrade, the important additions come on the gameplay front. Many of Mario's turn-based battles take place on a stage, and are watched by an audience. By pulling off decent attacks (a combination of choosing the right attack and timing the button presses correctly) you can impress the audience. The more you impress them, the more they will clap and cheer, and the faster your power bar will fill up. A full power bar will naturally enable you to access upgraded versions of your regular attacks: a super lightning bolt for instance. However, do badly on stage and the audience will chuck rubbish at you.

The next gameplay addition is one that will please the *Yoshi's Island* fans out there: Mario can change shape and transform into different objects. At the moment we've seen three of these neat little transformations. By turning sideways Mario can fit through narrow gaps. If he needs to retreat or roll down a hill he can roll up into a tube. Our favourite at the moment though has to be the paper aeroplane. Yes, Mario can fold into one and float across large gaps. Distant memories of *Super Mario World* rush back into the mind!

Having seen this in action we're now very keen to get our hands on it. Check out next month's Video Disc for the first footage.

CUBE

THE COMPANY LINE

"TIME PASSES, THE PAGES TURN"

NINTENDO PRESS RELEASE

CUBE BACKATCHA

Yeah... how long has it been since development was started on this game? Four years isn't it?

⬆ Check it out... an old person with nothing to say... blimey!

CUBE EXPECTATIONS

ORIGAMI FOR GAMING NUTS!



- ➕ Shape-shifting Mario!
- ➖ Rather simple gameplay

■ The shots we saw last month looked very similar to the N64 original – perhaps a little too close for comfort. Now we know different, and the various cool new transformations underpin what's going to be a top adventure.



⊕ The character models are already looking superb.



⊕ Tanks, planes and automobiles ... what more do you want?

FIRST REACTION
It's got tanks! It's got flamethrowers! Woolool! It's weird going from the 2D GBA titles to full-blown 3D though.

ADVANCE WARS UNDER FIRE

*In the line
of fire*

Once more unto the breach, dear friends

NINTENDO SURE KNOWS how to milk the cash cow. With two successful *Advance Wars* GBA games already under its belt, Nintendo is bringing the franchise to the GameCube for some all-new, fast-paced real-time strategy action. *Advance Wars: Under Fire* puts you in command of a force of soldiers, who you take on various missions given to you by 'Betty'. Your force is divided up into several units, such as the flamethrower unit, heavy gunners and infantry, plus several more still in development – all of which you control individually. The idea of the game is to complete all the mission objectives using a mixture of stealth tactics and force, which can be done by utilising the range of vehicles at hand, including tanks, gunships and helicopters. Whilst it might seem like a good idea to go in guns blazing, *Advance Wars* won't reward those who throw wave after

wave of soldiers at their foes. Succeed in your missions and your surviving team-mates gain experience, get promotions and learn new abilities at the same time. The more experience your units have, the better they perform on the battle-field as they have more durability, strength and arms (as in weapons, not actual arms...) so it's wise to keep as many men alive as possible. Failure to do so will hinder your progress in later levels.

One of the better features we've seen so far in *Advance Wars: Under Fire* is the AI, as your units respond to enemy attacks even when you aren't controlling them, so there is no threat of you losing half your army while your back is turned (it's so annoying when that happens). You can also swap between units whenever you please, so you can change your battle tactics accordingly.

With the success of the previous *Advance Wars* games, we're sure this is going to be a hit on the GameCube and one that all strategy lovers should keep an eye out for in the forthcoming months.

CUBE

CUBE

⊕ INFORMATION

ADVANCE WARS: UNDER FIRE

PUBLISHER: NINTENDO

DEVELOPER: KUJU

ORIGIN: UK

GENRE: REAL-TIME STRATEGY

PLAYERS: 1

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

LOTUS CHALLENGE

PS2

FIRE BLADE

GAMECUBE

WARHAMMER

40,000: FIRE

WARRIOR

PS2



THE COMPANY LINE

**"RACE INTO BATTLE
WITH YOUR BEST
SOLDIERS AT YOUR
SIDE"**

NINTENDO PRESS RELEASE

CUBE BACKSTAGE

We'd rather they go up front, to be quite honest. We're cowards...

CUBE EXPECTATIONS

STRATEGY IN FULL 3D



⊕ Flamethrowers!

⊖ Will it translate well from the GBA?

■ Nintendo has got into this habit just recently, of giving out its big names to relatively unknown teams. Still, early impressions of *Under Fire* are pretty good, and with a year of development time left, we have high hopes for this one.



Grid runners

CUBE

INFORMATION

FIRE EMBLEM

PUBLISHER: NINTENDO

DEVELOPER: INTELLIGENT SYSTEMS

ORIGIN: JAPAN

GENRE: STRATEGY RPG

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100



A BIT OF PREVIOUS

PAPER MARIO 2

GAMECUBE

FIRE EMBLEM

GBA

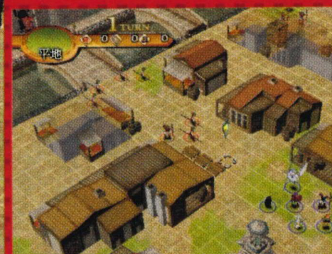
ADVANCE WARS 2

GBA



FIRST REACTION
A faithful recreation of the classic franchise, but graphically a bit weak. We'll reserve judgement for now though.

CUBE PREVIEWS



⬅ The *Fire Emblem* series taught *Final Fantasy Tactics* everything it knows...

⬇ The big moves are shown via stylised cut-scenes like this one. It's a bit strange really.



FIRE EMBLEM SOUVEN NO KISEKI

One of Japan's favourite RPGs gets the GameCube treatment

THE SECOND OF Intelligent Systems' GameCube titles this month (the first being *Paper Mario 2*) is yet another update to a Super Famicom classic. The *Fire Emblem* titles have appeared on many Nintendo systems, from the NES through to the GBA, and over the years the strategy RPG series has garnered itself a formidable reputation. In Japan the strategy RPG sells by the bucket-load, due mainly to its unique approach. You see, in battle, once you lose one of your characters, you never get them back. There's none of this 'ooh, you're dead but really you've just got 1HP left and will have to heal yourself.' If your character dies you'll never see them again. This makes the game extremely challenging, and it also means that you get very attached to the characters that you've worked hard to keep alive.

As you travel through the game you can build up an army of people, so finding new people to replace fallen members isn't too hard, but every time you employ someone new, you have to start from the beginning with their stats. On top of this the game is made even more challenging by the fact that weapons will only last for 30-odd attacks before breaking.

The GameCube update marks the first time that the series has appeared in full 3D. Graphically this transition looks okay... not amazing, just okay. Still, it does what it needs to. In this new version you take control of Ike, who is trying to prove to his father that he is worthy to be a member of the Grail Mercenary Group. Other than that very little is known about the game's storyline, and the fact that everything is in Japanese isn't really helping matters.

A US release has yet to be confirmed...

CUBE

THE COMPANY LINE

"DISCOVER YOUR 'HIDDEN PURPOSE' "

NINTENDO PRESS RELEASE

CUBE BACKSTORY

What... like to constantly annoy everyone round you... or perhaps, to grow cabbages?

CUBE EXPECTATIONS

DECENT STRATEGY RPG



- ⊕ Has a great track record
- ⊖ Graphics aren't all that

■ This will provide the perfect fix for all those strategy RPG fans out there, and an English translation will mean a lot more people get to experience it. Still, with the Jap release set for Q4, an English translation is a long way off.

**Hit me
with your
rhythm stick**

DONKEY KONG JUNGLE BEAT

CUBE

⊕ INFORMATION

DONKEY KONG: JUNGLE BEAT

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

DONKEY KONGA

GAMECUBE

**MARIO KART:
DOUBLE DASH**

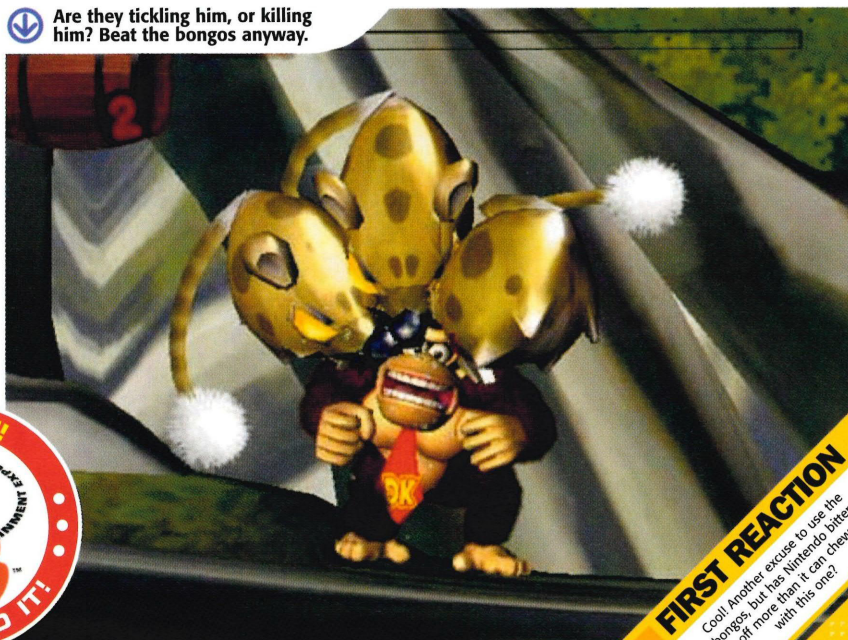
GAMECUBE

**MARIO GOLF:
TT**

GAMECUBE



⊕ Are they tickling him, or killing him? Beat the bongos anyway.



FIRST REACTION
Cool! Another excuse to use the bongos, but has Nintendo bitten off more than it can chew with this one?



⊕ There he goes, the Kong of the jungle! We're confused.



⊕ Is there no end to Nintendo's craziness. Keep it coming!

In the jungle, the mighty jungle...

DONKEY KONGA. WHAT a great game. We spent endless hours banging the bongos to the sound of Japanese pop music. Classic. But let's face it: as great as the game was there are only so many times you can listen to the same tunes before it gets repetitive, which leaves you with a set of drums and now to play them with. Until now.

Donkey Kong: Jungle Beat takes the concept of sound-control one step further as you lead Donkey Kong through the jungle on a perilous mission to save his simian friends. The concept is fairly simple: tap the bongos, do a drum roll, or clap to make Donkey Kong run, jump, punch, swing from vines and grab onto objects. Mastering these moves is vital as the jungle is full of dangers such as giant beasts hell-bent on eating Donkey Kong.

Thankfully, our great big ape is armed with a range of attacks, such as a sound-wave that can stun enemies, plus he has the ability to spar with other apes (boxing monkeys! We're sold!) or jump off walls in a pinball-fashion to evade danger.

Donkey Kong doesn't have to go it alone, however, as he can hitch a ride on the various other animals he comes across on his journey, including a parrot.

We know that Nintendo has the ability to make the bongos work well in a game – *Donkey Konga* is proof of that. Our only reservation is that, without the context of music, using the bongos might seem unnatural and uncomfortable. Whilst they are simple to use, we can imagine getting tired quite quickly, which might spoil the

enjoyment of the game. Still, we have to reserve judgement until we've tested the review code... which is still a long way off.

CUBE

THE COMPANY LINE

**"A GAME LIKE NO
OTHER!"**

NINTENDO PRESS RELEASE

CUBE EACHATCHA

Except *Donkey Konga* perhaps?

CUBE EXPECTATIONS

BEAT-BARREL JUMPING



- ⊕ Gotta love that innovation.
- ⊖ Ouch. Our hands are tired.

■ Trust Nintendo to come up with something as bizarre as this. Still, it had to find some use for those bongos didn't it... you know, those bongos that the UK hasn't even had a sniff of yet. Will we, won't we? Only time will tell.

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INSANIA - peter andre
MASS DESTRUCTION - faithless
3 AM - busted
CAUGHT IN A MOMENT - sugababes
CHOCOLATE - kylie minogue
MY BAND - D12 #
CHA CHA SLIDE - dj casper
TOXIC - britney spears #
TAKE ME TO THE CLOUDS ABOVE - lmc vs u2
BURN - usher

THE WAY YOU MOVE - outkast #
ROSES - outkast
YOU'RE FIT BUT DON'T YOU KNOW IT - the streets
LAST TO KNOW - pink
TRICK ME - kelis
EVERYBODY'S FOOL - evanescence
LAST DROP - kevin lyttle
JIGGA JIGGA - scooter
NOW WE ARE FREE - gladiator ft izzy
CRUSH - paul van dyk
MUSICOLOGY - prince
ON MY KNEES - the 411

113173
113806
113880
113807
113804
113833
113914
113891
113918
113866
113915
113925

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TRUE TONES sound just like the real thing! Yes, Real music with real singing! (Not original artists)

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SUPERSTAR - janelia #	HEAR MY NAME - armand van helden	1 DON'T WANT TO KNOW - mario vinans	THIS LOVE - maroon 5
5 COLOURS IN HER HAIR - mcfly	COME WITH ME - special d	YEAH - uhoh feat kutsco & dj on	BLACK BETTY - spiderbait
AIR HOSTESS - busted	NO MATTER WHAT YOU DO - benmy berassi	WHERE IS THE LOVE - the black eyed peas #	BAT OUT OF HELL - meat loaf #
MANDY - westlife #	ALoud - bob o lean	DIP IT LOW - christie milan	
CRASHED THE WEDDING - busted #	FLY ON THE WINGS OF LOVE - xtm	12705 NAUGHTY GIRL - beyonce knowles feat k'ron	
I COULD BE THE ONE - stacy orrison	FEELING FINE - ultrabeat	12288 BABY BOY - beyonce knowles feat sean paul #	
WHAT ABOUT ME - shannon noll	SURRENDER - lasgo	113840 THANK YOU - janelia	
BREATHE EASY - blue #	PRETTY GREEN EYES - ultrabeat	12877 HOTEL - cassidy feat i kelly	
ALL THIS TIME - michelle monamus	1 LIKE IT - narcotic thrust	113844 BREATHE - lu cantrell feat sean paul #	
LEFT OUTSIDE ALONE - anastacia	SOMEBODY TO LOVE - hoochie pimps	113959 WHAT'S IT LIKE - jagger edge	
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MAD WORLD - michael andrews ft g. jules			
SINGLE - natasha bedingfield			
STANDUP NEXT TIME - australian posters tracks			
DON'T TELL ME - avril lavigne			
SUPER DUPE LOVE - joss stone			
LAST THING I WANTED - roman leand & team rimes			
BABY I LOVE U - jennifer lopez #			
IN THE MIDDLE - sugababes			

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JERUSALEM - lesley garrett
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LET ME BE YOUR FANTASY - baby d #

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HEAVEN - dj sammy #
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LOSE YOURSELF - eminem #
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BECAUSE I GOT HIGH - afrojam #
YOU'RE A SUPERSTAR - ian van dahl #
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BAD GUY
FOOTLOOSE
THE OC - CALIFORNIA - phantom planet
GOOD BAD & THE UGLY
SING SING SING - GUINNESS ADVERT - louis prima
DIRTY DANCING
PHOENIX NIGHTS
AXEL F - beverly hills cop
PHAT PLANET - GUINNESS HORSES - leftfield
SEX & THE CITY
THE TEAM
MURPETS
BENNY HILL
KNIGHT RIDER
STAR WARS - main theme
PINK PANTHER
HARRY POTTER
ROCKY - main theme
FRIENDS - let's be there... the rembrandts #
JAMES BOND - james bond
STUCK IN THE MIDDLE WITH YOU - RESERVOIR DOGS

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Heart of darkness

PRINCE OF PERSIA 2

CUBE

⊕ INFORMATION

PRINCE OF PERSIA 2

PUBLISHER: UBISOFT

DEVELOPER: IN-HOUSE

ORIGIN: CANADA

GENRE: PLATFORM ADV

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

04 '04 TBA 04 '04

A BIT OF PREVIOUS

SPLINTER CELL

GAMECUBE

BEYOND GOOD & EVIL

GAMECUBE

HARVEST MOON

GAMECUBE



⬇ Out of the frying pan and into the fire it seems...



FIRST REACTION
Looks and plays even better than the predecessor... we have no doubts that this will be awesome.

⬅ Some of the new enemies are huge. Thank the lord for that new projectile attack.



⬇ The detail on the textures has been increased significantly. POP 2 looks lush.



Evil brews in the very bowels of Hell...

WE'VE SAID IT before and we'll say it again. *Prince Of Persia's* massive underperformance at retail was one of the most grand injustices to have ever occurred in the videogames industry, second only to *Beyond Good & Evil's* appalling sales. How could such a great game be so widely overlooked, even to the extent that Ubisoft had to give away a copy of *Splinter Cell* to get people's interest!? Anyway, enough ranting.

We were worried that the sales figures in question would signal the end of the franchise, but thankfully Ubisoft has realised that the problems were mainly down to its marketing department, and has announced that *Prince Of Persia 2* is well underway. Refusing to accept his fate, the Prince must fight against Fate itself, a being that has assumed physical form and is hunting the Prince down.

Our hero must battle his way to the very core of a cursed island stronghold.

While *POP2* retains the same core gameplay as its little brother, nearly every aspect of the game has been significantly upgraded. Most noticeable are the graphical changes: there are more enemies on the screen, and more impressive graphical effects. The textures are extremely detailed and some of the enemies are huge. The Prince himself has changed somewhat as well. His previous experiences have matured him, and he returns as a far meaner fighting machine. To fit in with his new attitude his clothes are far darker, made of black, grey and scarlet. Among the many little gameplay changes, he can now use an all-new projectile attack system, which will completely change the way you approach certain areas.

On the strength of the original, it's fair to suggest this could be one of the finest games of the year. We can't wait.

CUBE

THE COMPANY LINE

"GRIM RESOLVE, BITTER DEFIANCE AND THE MASTERY OF DEADLY NEW COMBAT ARTS"

UBISOFT PRESS RELEASE

CUBE BACKATCHA

Sounds like the life of our very own Tim...

CUBE EXPECTATIONS

YET MORE TIME-TWISTING

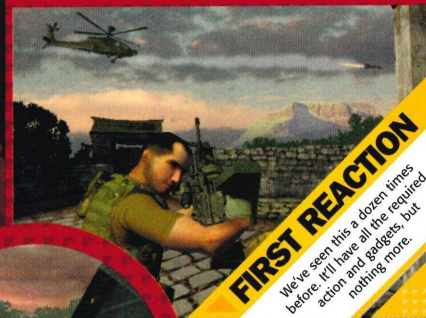


⬇ All-new moves
⬇ Too long to wait!

■ There was very little wrong with last year's *Prince Of Persia*, and the sequel looks to be bigger and better in every respect. As long as Ubisoft doesn't go and release it as a PS2 exclusive again it might get the recognition it deserves.



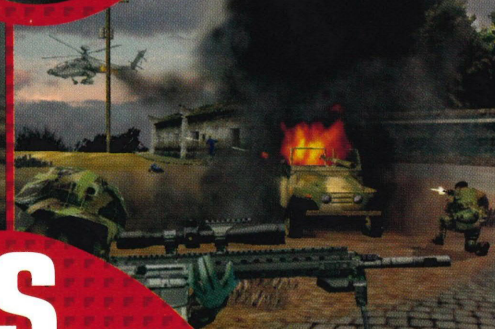
CUBE PREVIEWS



FIRST REACTION
We've seen this a dozen times before. It'll have all the required action and gadgets, but nothing more.



Do we really need a war simulator in such times as these? Surely recent events have all but flattened any fun that could be had?



CUBE

INFORMATION

TOM CLANCY'S GHOST RECON 2

PUBLISHER: UBISOFT

DEVELOPER: RED STORM

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

SPLINTER CELL

GAMECUBE

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

GBA

TOM CLANCY'S GHOST RECON

GBA



We're at war

TOM CLANCY'S GHOST RECON 2

Another penny in the pocket for Mr Clancy...

WHOEVER IT WAS at Ubisoft who first thought 'Mmm, this Tom Clancy novel might make a good game' should really get a promotion. So far Ubisoft has managed to bring *Splinter Cell*, *Ghost Recon* and *Rainbow Six* to the gaming public and now a new Clancy title has been announced – *Ghost Recon 2*.

Here's the story in a nutshell: during a famine in North Korea a rogue general manages to persuade the government to divert humanitarian aid to the army. His antics don't go unnoticed however, and in response China blocks arms sales to the country. China's plan backfires, as the general strikes up a secret alliance with Russia and together they attempt to take over China's borders. The threat of nuclear war is imminent, so in a bid to bring peace, China agrees to a multinational force to protect the border, but secretly they call in the Ghosts to quash the

threat and rid the world of the troublesome general.

Harnessing the power of the GameCube, Ubisoft has rendered real-life East Asian environments as well as featuring dynamic lighting, multi-texturing and ragdoll physics, so you can expect a realistic and visually stunning experience. And some funny wobbly dead dudes.

On top of the improved graphics and physics engine, we're also promised a wide range of new gadgets and weapons for you to try out. You won't be lost for support as *Ghost Recon 2* puts you in charge of an all-new Special Forces team, using the newly designed interface to give voice commands and hand signals to your team-mates on the battlefield... thus giving you that much-needed edge over the general's troops. Alternatively, you can go head to head with your friends in the multiplayer

modes, although Ubisoft has yet to confirm what these are.

Tom Clancy's Ghost Recon 2 should be out on the GameCube later this year, although these types of game do have a tendency to slip...

CUBE

CUBE EXPECTATIONS

DECENT STRATEGY RPG



- + All new weapons
- Been there, done that?

■ Apart from a few tweaks here and there, *Ghost Recon 2* doesn't appear to offer much more than the previous title, so we can't get too excited. Still, Clancy fans will lap it up like the warmongers they are.

THE COMPANY LINE

"YOU WILL REALLY FEEL LIKE YOU ARE AT THE CENTRE OF A TRUE WAR MACHINE"

UBISOFT PRESS RELEASE

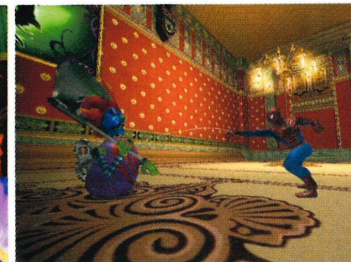
CUBE BACK-ATCHA

What is a true war machine? And why would we want to be in the centre of it?

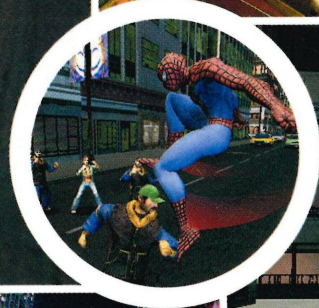
⬇ Spidey-Man – he likes Burberry baseball caps and sovereign rings.



What tangled webs we weave



⬆ A wind-up robot with a huge axe to grind – that's just silly.



FIRST REACTION
Spider-Man 2 has warmed the cockles of our cold cold hearts and taught us how to appreciate all things eight-legged.

CUBE

⊕ INFORMATION

SPIDER-MAN 2

PUBLISHER: ACTIVISION

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: PLATFORM ADV

PLAYERS: 1

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

TRUE CRIME: STREETS OF LA

GAMECUBE

PITFALL: THE LOST EXPEDITION

GAMECUBE

MINORITY REPORT

GAMECUBE



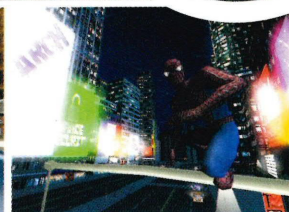
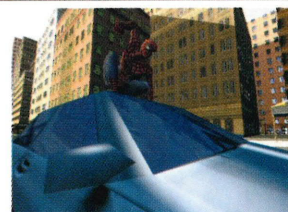
THE COMPANY LINE

"3D GAMEPLAY THAT IMMERSSES PLAYERS IN THE WORLD OF THE UPCOMING FEATURE FILM"

ACTIVISION PRESS RELEASE

CUBE BACKSTORY

We'd rather be immersed in the world of the game.



SPIDER-MAN 2

Our friendly neighbourhood Spider-Man returns for more web-slinging adventures

NO SOONER HAS Spider-Man rid good ol' 'New York, New York' from the evil clutches of the Green Goblin, than another super-villain rears its ugly head and takes his place. There must be something in the water...

This time round it's Dr Octopus who takes a leading role, as he puts NYC in a state of emergency once again. Thankfully, an older and wiser Spider-Man is ready to pounce.

Spider-Man 2 is based on Sam Raimi's new movie, due out this summer, and puts you in the role of the web-shooting hero as he traverses the big city in search of Doc Ock and his minions. This time, however, Activision is giving you the chance to explore the vast city environments at your leisure, so you only need to follow up on plot points as and when you feel ready. Since the game is

set in Manhattan, which is several miles wide, you can expect hours of engrossing, free-roaming gameplay similar to the likes of *GTA: Vice City* or *Tony Hawk's Underground*. During your search you can also take on mini-missions, such as saving citizens from petty criminals or doing timed challenges, should you wish to test out your spidey-skills.

This non-linear approach is new for the *Spider-Man* games, but one that we believe should work well especially when you consider the improved web physics that makes the swinging motion more realistic than ever before. In addition to this, Activision has included a slow-mo function in the Spidey-Sense mode, so you can watch Spider-Man giving Doc Ock's goons a good kicking in all its gory glory.

There is something for every Spidey fan in his latest outing, and dare we say it, this could be the *Spider-Man* game to top all *Spider-Man* games... but then again, that's not exactly difficult to do.

CUBE

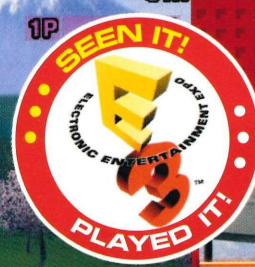
CUBE EXPECTATIONS

YET MORE WEB-SLINGING



- ⊕ Free-roaming environments
- ⊖ Looking a bit ropery at the moment

■ This could be very interesting, taking Spidey to the streets of Manhattan. Swinging through the streets, feeling like a proper superhero and shooting sticky white fluid. If only we all looked as good in our lycra costumes.



LEGEND OF GOLFER

CUBE
INFORMATION

LEGEND OF GOLFER

PUBLISHER: NINTENDO
DEVELOPER: SETA
ORIGIN: JAPAN
GENRE: SPORTS
PLAYERS: 1-4

PERCENTAGE COMPLETE
00 25 50 75 100

TBA JUL '04 04 '04

A BIT OF PREVIOUS

JAPAN PRO GOLF TOUR 64
N64

WILD CHOPPERS
N64

THE COMPANY LINE

"NO PRESS RELEASE AS YET FROM NINTENDO. SLACKERS."

TIM@CUBE

CUBE BACKATCHA

Tsk, someone in the press department needs a slap.



Check it out... it's Nintendo's first golf RPG!

DUE TO A lack of information and E3 rolling around, *Legend Of Golfer* has been the focus of some wild rumours as of late, including such theories as gyroscope club peripherals, major RPG elements and DS compatibility. However, now we've seen it with our own eyes we can say that at this stage, it's a fairly standard golf sim, which people are going to find either very disappointing or refreshing for a Nintendo-published game, depending on their point of view. We're of the former camp, and were hoping for some of that patented Nintendo sparkle, but unfortunately, despite solid gameplay mechanics and an interesting (though slight) RPG slant to the character creation, things feel a little flat and, dare we say it, generic. However, Nintendo is willing to

publish Seta's game, and that should tell you that this does have its interesting touches. For starters, in a similar way to the multi-format *Tiger Woods* you can fiddle with your characters to a large extent, defining both their physical appearance and their game style/skill. Secondly there's that RPG component. Every time you make a successful shot or pull something off with flair, your stats rise, improving your character. Other elements of note include the by-now-expected multiple play modes (catering for up to four players), and game updates being reported by TV channel 'GNN', hinting at an *F-Zero* style set-up where you'll have clearly defined challengers jostling for position in the tournaments. This wasn't all that high on our E3

checklist, but it's actually a lot of fun. A solid little game that we'll be covering in more detail when we get a copy back in the office.

CUBE EXPECTATIONS
SLOW COLLECT-A-TION

More sim-like than *Mario Golf*
Doesn't look too exciting

■ Golf games are a niche market. Some love them, some hate them. Some prefer *Tiger Woods* and some go loopy over *Mario Golf*. Some have played golf in reality and some have only seen it on the telly. Some like crazy golf and some...



Cell-sational

CUBE

⊕ INFORMATION

SPLINTER CELL 3

PUBLISHER: UBISOFT

DEVELOPER: IN-HOUSE

ORIGIN: CANADA

GENRE: ADVENTURE

PLAYERS: 1-2

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

**TOM CLANCY'S
SPLINTER CELL**

GAMECUBE

**SPLINTER CELL:
PT**

GAMECUBE

**PRINCE OF
PERSIA: SOT**

GAMECUBE



THE COMPANY LINE

"WITH SPLINTER CELL 3, THE SERIES EVOLVES TO GIVE GAMERS A NEW KIND OF GAMEPLAY"

UBISOFT PRESS RELEASE

CUBE BACKATCHA

You mean there's more than one way to hide in the shadows?

⊕ Sam drew a big breath then yelled: "BOO!"

SPLINTER CELL 3

Proof that all good things come in threes?

SPLINTER CELL: PANDORA

Tomorrow has only just been given a GameCube release date (1 July), and already Ubisoft is announcing the third instalment of the series. Still it's good to know that we can expect some quality gaming at the end of the year... should the game ever be released, that is.

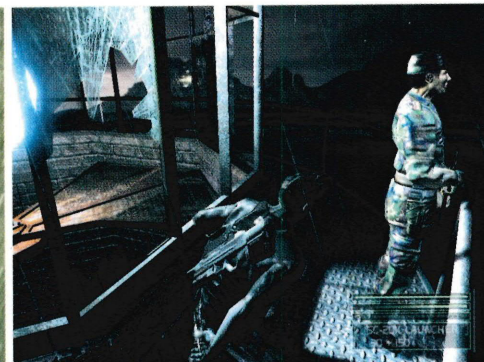
Splinter Cell 3 takes place in 2008, where Information Warfare has developed into the world's most dangerous threat. Only Third Echelon's finest operative, Sam Fisher, can quash the threat and bring stability to the free world once more.

Like the other *Splinter Cell* titles, *Splinter Cell 3* is based around stealth gameplay, where you need to make good use of shadows, silent kills and night-vision goggles. To aid you in your quest, Fisher has an impressive array of skills at his finger-tips, such as Combat Knife techniques, the

Inverted Chokehold (which can kill a person without making a sound), plus all the usual high-tech gadgetry.

As well as all the new gadgets and moves, we can expect to see some beautifully rendered locations, thanks to the new graphics technology Ubisoft Montreal is using. This should bring us the most realistic images ever seen before in a *Splinter Cell* game, if Yves Guillemot, President and CEO of Ubisoft, is to be believed: "We expect *Splinter Cell 3* to be the best-looking game on any platform, period, thanks to Ubisoft's incredible command of the latest technologies and visionary creativity." With talks of the game being set (at the start at least) in North Korea, we can expect plenty of lush vegetation and mountain scenes.

There are also talks of the game having a co-operative multiplayer option, something which is sorely



⊕ Hey! You haven't seen a copy of *Pandora Tomorrow* laying around anywhere, mate?



FIRST REACTION
Splinter Cell 3 sounds great, and should look as good, but what else can it offer that we've not seen before?

missed in *Pandora Tomorrow*, although there has been no mention of *Splinter Cell 3* having a connectivity option, although as discussed in the last issue the connectivity might be a bit ropery. Oh well, we can't win them all.

CUBE

CUBE EXPECTATIONS

A WEALTH OF STEALTH



⊕ Even more stealth!
⊖ SC: PT might be nice first.

■ Sometimes it hurts – Ubisoft announcing a new *Splinter Cell* and we have only just been given a release date for *Pandora Tomorrow*. Every month a little bit of extra information and yet they still haven't given us code. Bah!



Return to the big-screen

CUBE

INFORMATION

VIEWTIFUL JOE 2

PUBLISHER: CAPCOM

DEVELOPER: CLOVER STUDIOS

ORIGIN: JAPAN

GENRE: BEAT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100



A BIT OF PREVIOUS

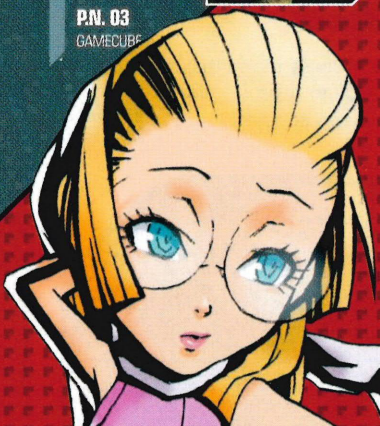
RESIDENT EVIL
ZERO

GAMECUBE

CAPCOM VS
SNK 2: EO

GAMECUBE

P.N. 03
GAMECUBE



THE COMPANY LINE

"INSTEAD OF A PUNCH, SHE SHOOTS"

CAPCOM PRESS RELEASE

CUBE BACKATCHA

Ah, that can be taken in so many ways... but only one if you're normal.

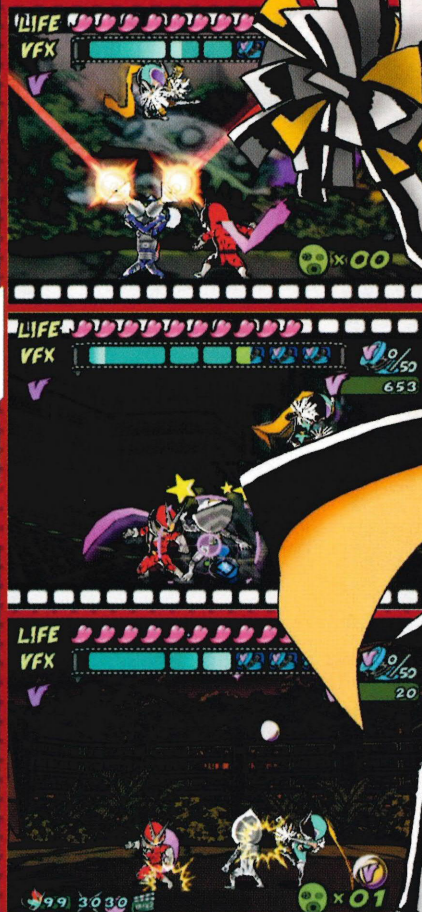
Everything about the sequel is bigger and better, including the bosses.



Good old Joe has all his previous abilities as well as a few new ones.

FIRST REACTION
Just as addictive as the original with a bunch of new and exciting features! Bring it on.

CUBE PREVIEWS



Two against one? Is that really fair? Ah, never mind, eh? To me, to you...

VIEWTIFUL JOE 2

Let's Henshin again like we did last summer!

LAST MONTH WE brought you the first ever shots of this action-packed sequel, but now we've actually had the chance to play it. So, is it good? How about if we tell you we had to be dragged away? *Viewtiful Joe 2* is as good as the original and then some. We got to see the rolling promo video footage and play the Dino Park section of the game. The footage showed plenty of tantalising new gameplay additions that we haven't been able to play with yet: for example, Joe can wield a huge, shoulder-mounted cannon. KA-BOOM!

What we did get to play with was very impressive though. Both Silvia and Joe were available, though obviously we chose to play through with Silvia. At first everything seemed very similar, albeit with Silvia's

projectile attack instead of Joe's standard punch and kick. It wasn't long though before we were being bombarded with meteor showers, rickety old bridges and brand new enemies. Our first boss took on the form of an industrial digging machine (much like the ones in *Matrix Revolutions*), which repeatedly bored its way to the surface before chucking out a load of enemies. Another boss took on the form of a giant, fire-breathing dragon.

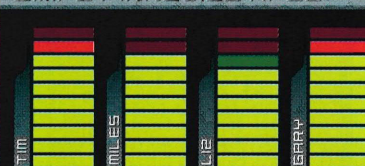
VJ2 then, is the old game with new areas, new enemies, new moves, a new VFX, and a two-player mode... that covers everything from our 'things we would like to see if ever there was a *VJ2*' list. Apart from... wouldn't it be good if you could turn environments against the bosses? Maybe collapse

structures or bust up machinery and electrocute them? You listening Clover? Good.

CUBE

CUBE EXPECTATIONS

SIMPLY IRREVIEWTIFUL



- Great new additions!
- Graphically identical

There are plenty of *VJ* fans out there, and the promise of new areas, enemies and moves will be enough to get you salivating. Now that *VJ* is coming out on the PS2, let's hope that Joe and co enjoy the success that they deserve.

CUBE

INFORMATION

MARIO TENNIS

PUBLISHER: NINTENDO

DEVELOPER: CAMELOT

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

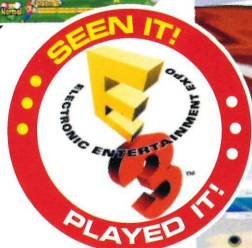
MARIO GOLF:
TOADSTOOL TOUR
GAMECUBE

MARIO TENNIS

N64

GOLDEN SUN

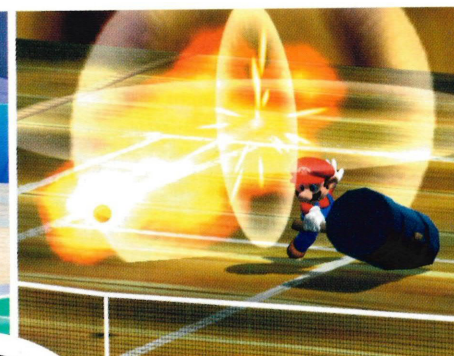
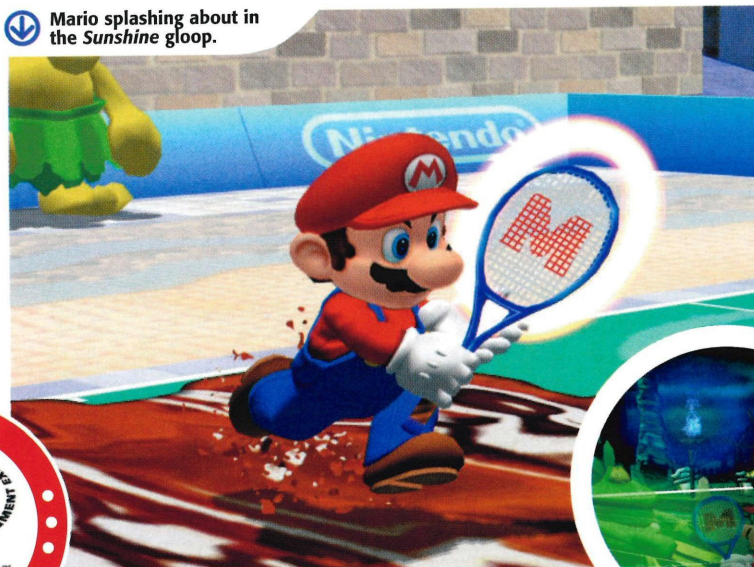
GBA



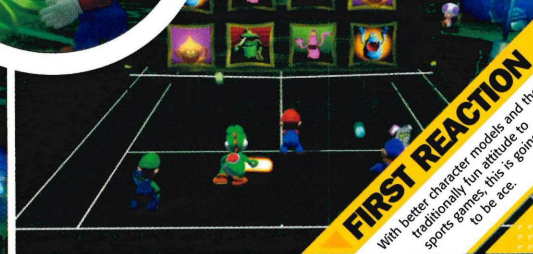
Stop that racket!

MARIO TENNIS

⬇ Mario splashing about in the Sunshine gloop.



⬆ How is anyone going to stop that shot? Power-ups aplenty in MT.



FIRST REACTION
With better character models and the traditionally fun attitude to sports games, this is going to be ace.

Whacking balls about is fun – just ask Miles

IT MUST BE summer in the Mushroom Kingdom again, because Mario, along with his friends and enemies have dusted off their racquets for another set of tennis. The first thing that we noticed when looking at *Mario Tennis* is that the character models seem to have been lifted from *SSBM* rather than *Mario Golf*, which is mightily strange in our eyes. Odd, but there must be some reason for it. Aside from this it just looks like business as usual, with stages and characters lifted from recent GameCube titles to provide familiarity, and to tie the game in with the GameCube family. Of particular note are the sludge pools on the court, taken from *Mario Sunshine*. An obvious addition, but these should prove to be the catalyst for much multiplayer laughter. With the addition of character-specific power-ups, such as

the Megaton Balls available to the heavier characters like Bowser and Donkey Kong, and instant Tornado Return skills for the smaller players, such as Shy Guy, we're expecting *Mario Tennis* to be as accessible as ever, but at the same time to also provide enough scope for skill to make learning all of the combo tricks worthwhile.

Although we're confused about the character models, the graphics as a whole look as stunning as we'd hoped they would, and as always, it's nice to see cameos from older Nintendo games making an appearance. We're just worried that by the time this comes out, there will be far 'newer', flashier games around. Why exactly has it been in development for so long? After all, it's not exactly doing anything different. But then, the gameplay in the final product

may be so finely tuned that no sucker will be able to resist it... we'll find out soon enough.

CUBE

THE COMPANY LINE

"THE MUSHROOM KINGDOM HAS HOSTED TENNIS TOURNAMENTS BEFORE, BUT NEVER ONE AS EXPLOSIVE AS THIS ONE"

NINTENDO PRESS RELEASE

CUBE BACKATCHA

What about the one on the N64 then?

CUBE EXPECTATIONS

PARTY TIME ON COURT



- ⊕ It's going to be tremendous fun.
- ⊖ It's all getting a bit predictable...

■ Nintendo has proved time and time again that despite the similar look and feel, there's always something new to discover with its sports games. We're hoping that the final product will really deliver where it counts.

Top Ringtones^{1,2)}

Charts	Polyphone	Monophone
1) Eamon - F... (I Don't Want You Back)	Tune6700	Tune6700N
2) D12 - My Band	Tune6701	Tune6701N
3) The Rasmus - In The Shadows	Tune6702	Tune6702N
4) Anastacia - Left Outside Alone	Tune6703	Tune6703N
5) Usher - Yeah!	Tune6704	Tune6704N
6) McFly - 5 Colours In Her Hair	Tune6705	Tune6705N
7) Wolfman Feat. Pete Doherty - For Lovers	Tune6706	Tune6706N
8) DJ Casper - Cha Cha Slide	Tune6707	Tune6707N
9) Special D - Come With Me	Tune6708	Tune6708N
10) Twista - Slow Jamz	Tune6709	Tune6709N

Chart Hits 2004	Keyword
Blue - Breathe Easy	Tune6710
Narcotic Thrust - I Like It	Tune6711
Beyoncé Knowles - Naughty Girl	Tune6712
Britney Spears - Toxic	Tune6713
Atomic Kitten - Right Now 2004	Tune6714
Kayne West - Through The Wire	Tune6715
Outkast - The Way You Move	Tune6716
50 Cent & G Unit - If I can't	Tune6717
Beenie Man - Dude	Tune6718
Black Eyed Peas - Hey Mama	Tune6719
Blink 182 - I Miss You	Tune6720
B. Pimps - Somebody To Love	Tune6721
Busted - Who's David	Tune6722
Deepest Blue - Give It Away	Tune6723
Enrique Feat. Kelis - Not In Love	Tune6724
Fatman S.C. Clan - It Takes Scoop	Tune6725
George Michael - Amazing	Tune6726
Jamella - Thank You	Tune6727
Jennifer Lopez - Baby I Love You	Tune6728
Keane - Somewhere Only We Know	Tune6729

Avril Lavigne - Sk8er Boi	Tune6750
Blue - Breathe Easy	Tune6751
Blue - Guilty	Tune6752
Blue - Sorry Seems To Be The H.	Tune6753
Blue - Signed Sealed Delivered...	Tune6754
B. Spears - Baby One More Time	Tune6755
B. Spears - Boys	Tune6756
B. Spears - I'm Not A Girl Not Yet...	Tune6757
B. Spears - Stronger	Tune6758
B. Spears - Toxic	Tune6759
B. Spears - Me Against The Music	Tune6760
Blazin' Squad - Flip Reverse	Tune6761
Blazin' Squad - Here 4 One	Tune6762
Busted - Air Hostess	Tune6763
Busted - Crashed The Wedding	Tune6764
Busted - Sleeping With The L...	Tune6765
Busted - Who's David	Tune6766
Busted - You Said No	Tune6767
Dido - All You Want	Tune6768
Dido - Don't Leave Home	Tune6769
Dido - Here With Me	Tune6770
Dido - Hunter	Tune6771
Dido - Life For Rent	Tune6772
Dido - Thank You	Tune6773
Dido - White Flag	Tune6774
Enrique Iglesias - Escape	Tune6775
Enrique Iglesias - Not In Love	Tune6776
Girls Aloud - Jump	Tune6777
Girls Aloud - Life Got Cold	Tune6778
Girls Aloud - Sound Of The Und...	Tune6779
Girls Aloud - You Freak Me Out	Tune6780
Jennifer Lopez - Baby I Love You	Tune6781
Jennifer Lopez - I'm Glad	Tune6782
Jennifer Lopez - I'm Gonna Be A	Tune6783
Jennifer Lopez - All I Have	Tune6784

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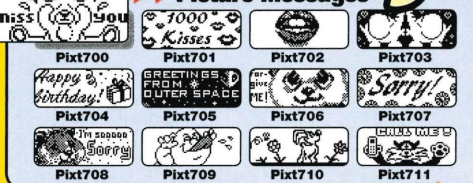
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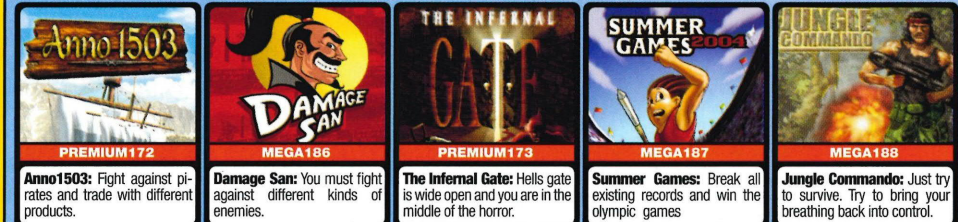
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CUBE IN-DEPTH

CUBE

INFORMATION

RESIDENT EVIL 4

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: SURVIVAL HORROR

PLAYERS: 1

PERCENTAGE COMPLETE



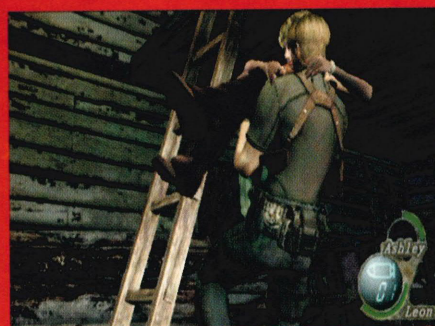
TBA



Q4 '04



Q4 '04



I got me a
badger!

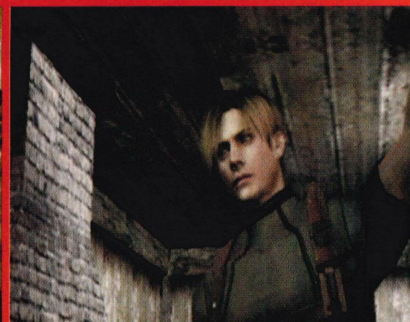
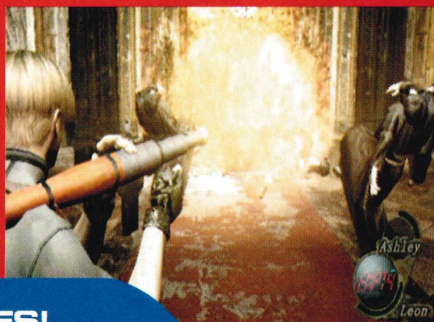
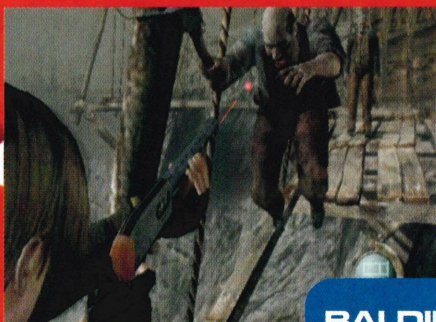
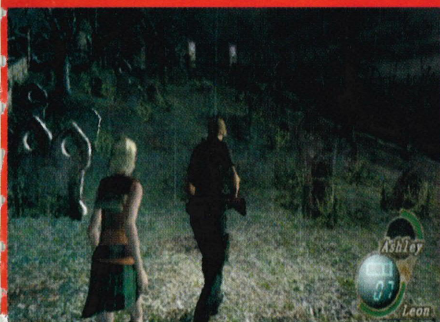


RESIDENT

WE'VE BEEN PROMISING you for months and months that we would be bringing you the first ever hands-on impressions of Capcom's bold new angle for the *Resident Evil* series, and finally we can do just that. Now we know what some of you might be thinking: you've already read hands-on impressions from those lucky people that got to play the game at Capcom's

recent event in Las Vegas. Let's get something clear: when we say 'hands-on impressions' we're not talking about being sat in front of a booth at a show, playing a game that you can't hear, for about two minutes before you get moved on. We're talking about actually having the code in the office and being able to play it properly for as long as you want. As such you'll find this In-Depth

"DARE WE SAY 'ALTERNATIVE PLAYABLE CHARACTERS' AND 'NEVER-BEFORE-SEEN WEAPONS'? YUP, WE DO"



BALDIES!

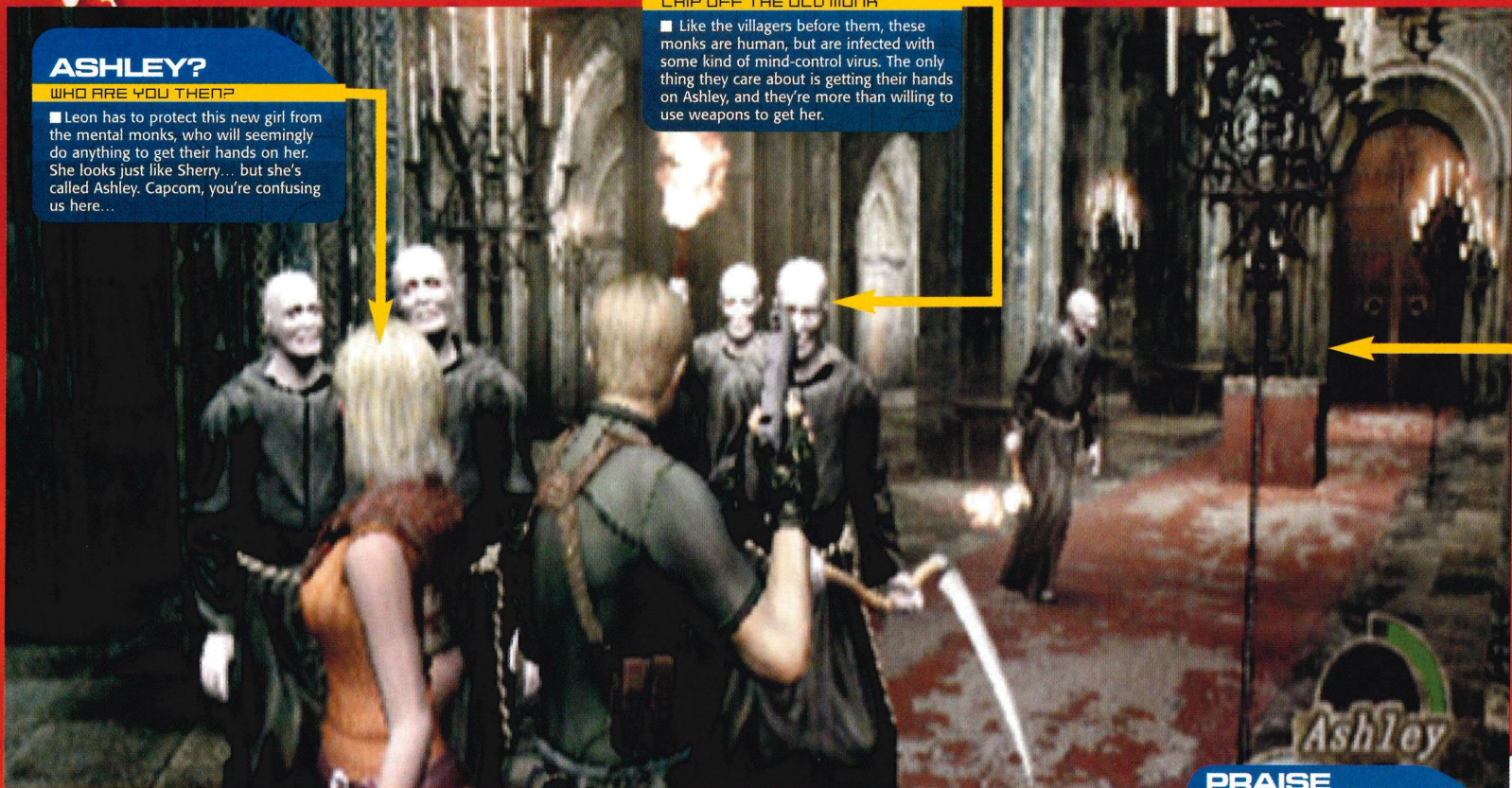
CHIP OFF THE OLD MONK

■ Like the villagers before them, these monks are human, but are infected with some kind of mind-control virus. The only thing they care about is getting their hands on Ashley, and they're more than willing to use weapons to get her.

ASHLEY?

WHO ARE YOU THEN?

■ Leon has to protect this new girl from the mental monks, who will seemingly do anything to get their hands on her. She looks just like Sherry... but she's called Ashley. Capcom, you're confusing us here...



PRAISE THE LORD

LOCATION, LOCATION, LOCATION

■ This brand new area shows exactly what the new engine can do. Capcom has essentially recreated the gorgeous moody textures of the aging mansions in full 3D. Okay, so this is a monastery, but you know what we're trying to say.

EVIL 4

very revealing, we promise. But there's more. Not only are we going to give you a complete walkthrough of the first two areas... we're also going to give you the first look at a bunch of awesome new screens. Dare we say 'alternative playable characters' and 'never-before-seen weapons'? Yup, we do. Enjoy.

Walkthrough – Woodland Area: Leon starts off this version of the code in a

wooded area. He has just driven his rust-bucket of a wagon across a rickety old bridge, but can go no further because of the trees. At first it looks as though Leon can go anywhere – the woods span out as far as the eye can see, but in actual fact your exploration is limited to a set number of paths. Still, the wooded area is very impressive. There's plenty to see and if

you look closely at the floor you can see how the team has done it. Certain areas are quite angular, but this has been hidden with a sweet woodland floor texture.

You soon get to grips with the control system, which places the game firmly in the action/adventure category. The analogue stick controls Leon's movements completely. Tapping the C-stick up and down enables three slightly different views (looking up, straightforward or down), but the main camera options are found on the D-pad. Tapping up sticks you in the first-person view, whereas tapping right

PREVIOUS

FROM THE MAKERS OF...

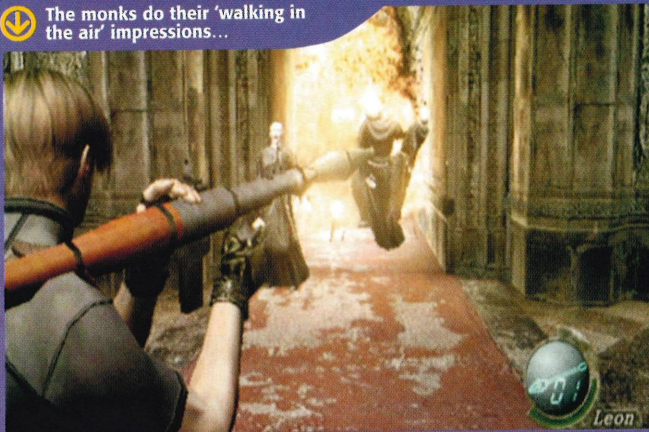
RESIDENT EVIL REMAKE

■ Superbly scary remake of the first PSone fright-fest with enough new stuff to warrant buying it again.

TOTALGAMES.NET RATING: 90



↓ The monks do their 'walking in the air' impressions...



EXPLOSIVE ACTION

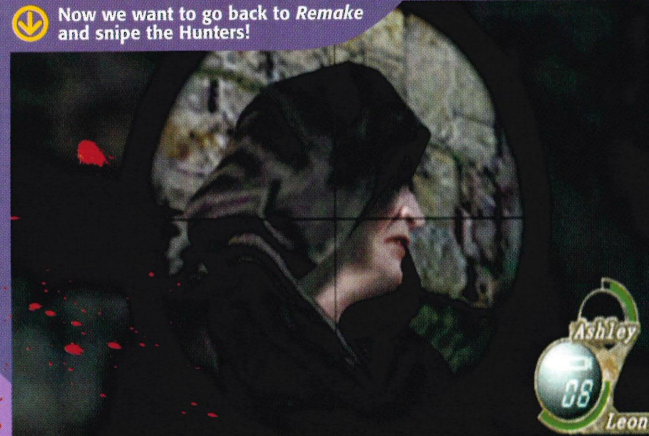
SEPARATE THE MEN FROM THE BOYS

Mr Kobayashi has granted us access to some sweet new weapons so naturally we've got to tell you about them. First up is the sniper rifle. It's quite a low-tech device, and looks just like a shotgun with a zoom sight on the top, but it does the job and makes a satisfying mess. This is exactly what we've always wanted to see in the *RE* series. Next up is an old *RE* favourite that has been souped up even further. The grenade launcher is back, but this time you get to use it against groups of monks rather than getting it just in time to kill a boss. The sheer amount of damage that you can do with this thing is amazing!

We've also noticed from the new screens that Leon can attach laser-sights to the shotgun as well as to the handgun.



↓ Now we want to go back to *Remake* and snipe the Hunters!



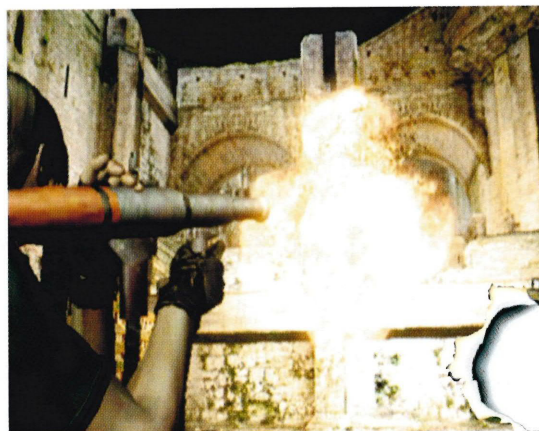
CONTINUED

slips the camera to one side (useful for dealing with groups of enemies). As with other *RE* games, holding down the **△** button lets you run. Down and **△** is the classic 180° Spin, **△** is the main action button, and **○** brings up your inventory. Holding down the **□** trigger brings up your weapon sights, at which point you can aim anywhere on the screen.

Whichever path you take, you end up coming across an old house, which is seemingly in the middle of nowhere. Leon trots up the stairs in real-time (no cut-scenes) and you can enter the house without any problems. As you enter the lounge you spot a man in front of the fire. The man doesn't respond to your greetings, and at this point the game gives you two options: you can either go and ask the man whether he's seen Sherry (remember, it's Leon's mission to find her after she was abducted), or you

can radio your findings to your team. Each option gives you a slightly different response. Talking to the man merely makes him attack you with an axe, but radioing your team aggravates him into knocking your radio out of your hand and smashing it in two with the axe. This is pretty significant, as it means the second option cuts you off from the outside world.

This is the first time you get to play with the attack system. You can shoot the townsfolk anywhere on their bodies, and there are many different reactions. You can also shoot weapons out of enemies' hands. If you get close enough an **△** button icon will appear on the screen allowing you to kick your opponent to the ground. On first impressions these enemies (which Capcom is referring to as the 'Ganados') are definitely 'normal' people, but the sheer number of rounds they seem to walk through would suggest



↑ Just look at the size of that castle. *RE4* really is pushing the GameCube to the absolute max.

↓ All of the game's cut-scenes will be in real-time, as opposed to the CG graphics of previous *RE* games.



"THE SHEER NUMBER OF ROUNDS THE GANADOS SEEM TO WALK THROUGH WOULD SUGGEST THAT THEY'RE ENHANCED IN SOME WAY"



that they're enhanced in some way. As soon as you fire off the first shot, every other villager in the near vicinity flies into action. They immediately cut the brakes on your truck and push it into a ravine and start shouting in some bizarre language. Whatever the language is, they all seem to understand it, and the only line we could make out was something that sounded like: "I got me a badger!" Obviously that's not actually what they saying, although it'd be pretty damned sweet if they were!

With the main guy taken care of, you have a few minutes to explore the house before the angry mob closes in on you. You soon discover that not all items are left lying around. There are handgun rounds to pick up, but items like herbs and medical sprays are locked in boxes, which need to be shot open to retrieve the goods. By the time you get to the upper floor you'll be able

GIRL TROUBLE

THE WHO'S WHO OF RE4

↓ New girl Ashley gets carried away with things again...

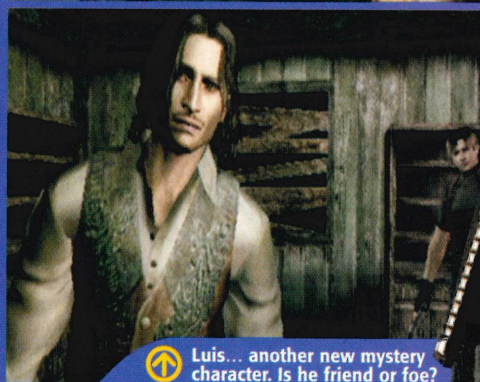


We have to admit we're a little confused right now. Capcom initially reported that Sherry, the president's daughter, had been abducted. This was one of the reasons why Leon had been sent out to find her. This was confusing in itself, because Sherry isn't the president's daughter: she's William Birkin's daughter.

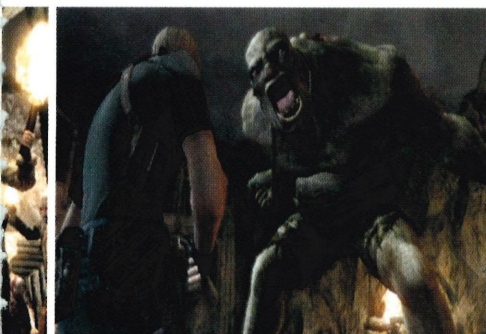
These brand new shots reveal that another girl has entered the fray – Ashley. We can only assume that Ashley is the president's daughter, and that the confusion has arisen through translation errors. We know for sure that the outfit responsible for this new horror abducted Sherry because she contained the only remaining traces of the G-Virus. The only solution to this little mystery is that the criminals abducted both Sherry and Ashley.

As we suspected, Leon will have to protect the girls once he finds them. Capcom hasn't confirmed whether you will get to control Ashley directly, but in the mission we've seen Leon must protect her from the wandering hands of the manic monks. Their only care in the world is to get her back in their possession, and in one screen you can see them carrying her away.

The eagle-eyed amongst you will also notice another brand new character: a long-haired man by the name of Luis. Leon chats to him for a while when he finds him holed up in an old shack. He seems to know quite a lot about what's going on but is understandably scared.



↑ Luis... another new mystery character. Is he friend or foe?



↑ You need to be really careful not to hurt Ashley while you're taking this guy out.

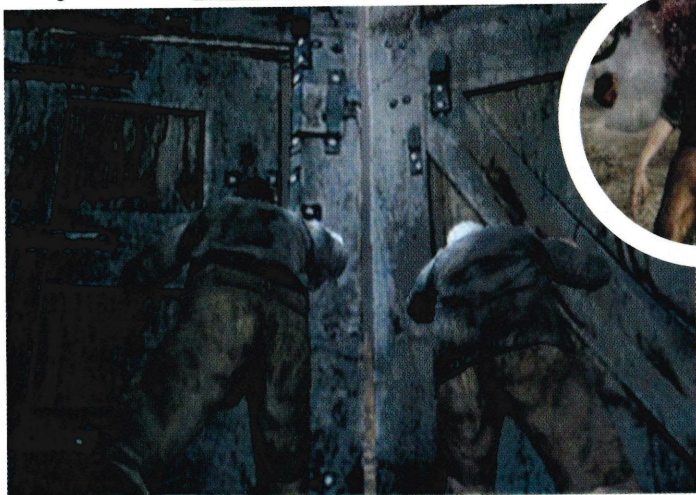
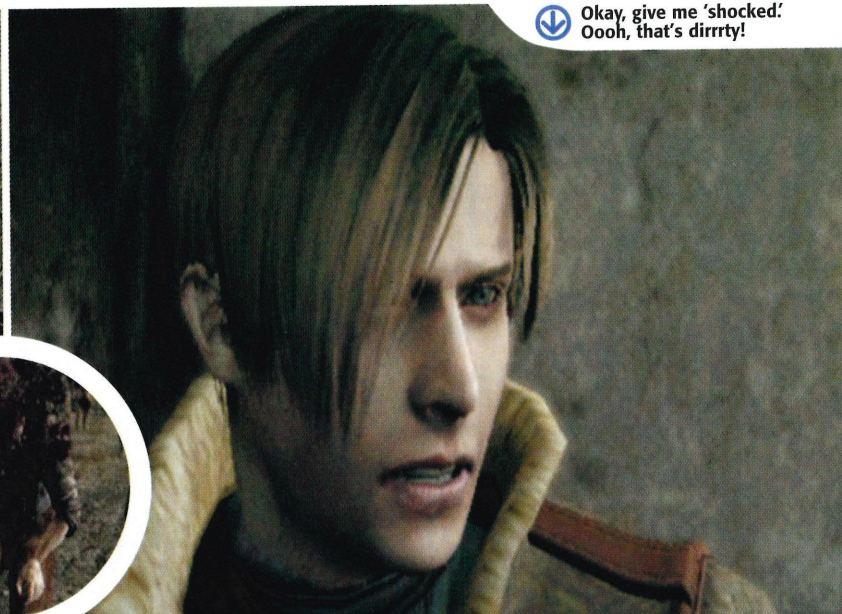
CUBE IN-DEPTH

➡ At first Leon does a lot of watching from a safe distance. With the sniper rifle at hand there's no need to get up close.

⬇ These huge doors allow you entrance to the next area where you'll come face-to-face with the giant troll 'El Giganté'.



⬇ Okay, give me 'shocked'. Oooh, that's dirrrrry!



CONTINUED

to hear the mob entering the house. At this point you don't have enough ammo to take care of them, so your only option is to jump out of the upper floor window. This action doesn't happen in real-time, and instead takes on the form of a very brief cut-scene. Leon is soon on his feet again, but there are crazed villagers everywhere, and your only option is to run for it. The woodland path takes you through a gully, and you can see more villagers on the precipices above you. If you're quick you can pop into the occasional wooden hut to pick up some much-needed ammo, and a brand new item: the Red Medical Spray. At first we just thought this was an antidote for some sort of poison, but it's effects are far more important. As well as totally replenishing your energy the red medical spray increases the size of your health bar by about a third.

This section of the woods introduces you to a new element: traps. The first trap you come across is a bear-trap. These huge, toothed contraptions slam shut if you step on them and can be disarmed from a distance by shooting them. The traps that you come across have already claimed one victim: a wolf. You have three choices here. You can either walk on by, you can shoot the wolf, or you can free it. We're assuming that freeing the wolf will help you in some way later on in the game. The next trap you come across is a network of trip-wires set to trigger off several packs of C4. Again, these can be set off from a distance by shooting them.

The final part of this section sees you running away from what is by now a small army of raging villagers. The last little hut reveals a mysterious item: Mikami-san's watch. Shinji Mikami is the father of the *RE* series, and the inventory screen

TAKE CONTROL

VIOLENCE AT YOUR FINGERTIPS

⬇ - Duck.

⬇ - Nothing as yet.

⬇ - Bring up your weapon's sights/duck.

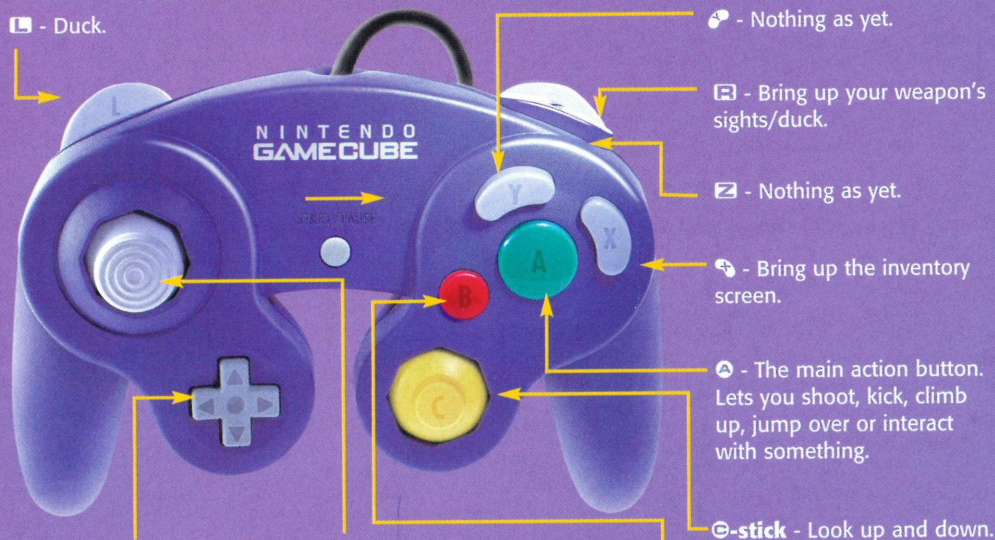
⬇ - Nothing as yet.

⬇ - Bring up the inventory screen.

⬇ - The main action button. Lets you shoot, kick, climb up, jump over or interact with something.

⬇ - Look up and down.

⬇ - Deselect something, or hold down to run.



D-pad - Press right to shift the camera to the side. Press up for the first-person view.

Analogue Stick - Move your character forwards, backwards, left and right.

Down + A - 180° Quick Turn

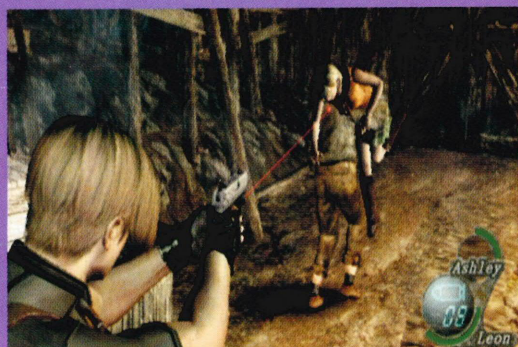
"THE ALL-NEW RED MEDICAL SPRAY INCREASES THE SIZE OF YOUR HEALTH BAR BY ABOUT A THIRD"



ALL-NEW AREAS!

BLASTING OPEN THE WORLD OF RE4

We've now seen three brand new areas in the game, and here's a brief description of all of them:



VILLAGE PART 2

Once you manage to beat the first boss you'll be able to progress through the huge gate and into the next area. This channels you down narrow dirt paths that are surrounded by high wooden fences.



RIVERBANK

Leon eventually comes to a river, which he can't cross without being seen. By using the scope he can watch a group of villagers dumping a body in the middle of the river.



MONASTERY

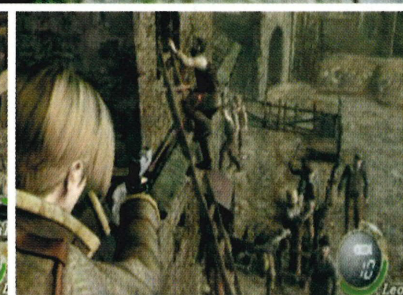
Once Leon finds Ashley he has to escort her to safety. The monks in this monastery will stop at nothing to get her back. If they grab her you have to shoot them down, but you have to be extremely precise with your shots so as not to hurt her.

describes his watch as being 'of high quality and very valuable.' What it's used for is anyone's guess. Just after this hut you reach a 10-foot high steel doorway with a strange emblem on it, leading you to the actual village. It's here where you actually get to see the game loading, although even at this early stage the loading time is negligible.

Walkthrough – Village Area: Upon entering the village you're introduced to Leon's Scope, which allows him to spy on the villagers and see exactly what is going on. Bizarrely the villagers are getting on with their lives as normal: feeding the cow, sweeping the floor, moving bails of hay, and, oh... burning a police officer. Yup, it's all normal until you look at the bonfire and see the 'policia' emblem on the back on a body. This confirms the fact that this adventure definitely takes place in South America, probably Columbia. There have been conflicting reports recently that the game was actually set in Europe, but this find settles it.

At first you feel compelled to assume a stealthy approach. You can creep round the back of the houses and out of sight for a while, but ultimately you'll be seen. The village has been designed really well – there are loads of nooks and crannies to explore, and it's in this area that you learn a lot more about how the game works.

There's a barn in one corner where a cow is grazing. It takes quite a few rounds, but you can kill it and make it fall over... not that we're sick or anything. As soon as you're seen or heard by a villager though, all hell breaks loose. They seem to be programmed to kill outsiders on sight, and will stop at nothing to get to you. Forget ladders, fences and doors: these are not zombies, and as such will not be stopped so easily. It didn't stop us trying though. As soon as we realised we had nowhere near enough ammo to clear the area we climbed a



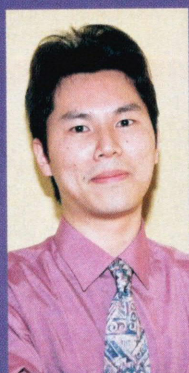
⬆ There's so much action going on in some scenes, it's a complete mystery how the GC is doing it.

⬅ Wait for him to get to the top, then kneecap him. Then maybe shoot him in the arse. Then kill him.

IN THE CUBE WITH...

HIROYUKI KOBAYASHI

POSITION: PRODUCER RE4



CUBE: Can you tell us what kind of atmosphere you're trying to create with this all-new style of *Resident Evil*?

HK: It has to be an all new *Resident Evil*. I was looking to make the game more tense and give it a better sense of unity. It really should be a new type of game.

CUBE: Now that the game is presented in full 3D, what new gameplay ideas have you been able to include?

HK: Now, thanks to the game being in full 3D you have 360 degrees of vision and area to cover. Enemies can attack from any side and that just makes the game all that more action-packed.

CUBE: How difficult was it to completely change the storyline at this stage in development?

HK: Due to the mid-dev changes, the project has taken a lot longer than myself or the team has wanted it to. I think they are worn out already.

CUBE: Some of the characters we saw before, like the black mist creature... that creature was quite frightening. Has it been removed, or will we see it later on the game?

HK: Please forget everything you saw pre-2004. All of that has been scrapped, so to speak.

CUBE: Will the chainsaw enemy chase you all the way through the game, or just through the first section?

HK: He really is nothing like Nemesis so he stays in his own area.

CUBE: RE4 looks amazing. Do you think this is the technical limit of the GameCube?

HK: It may not be the limit, but if it isn't you can bet that it's pretty close.

CUBE: It seems a great shame that you have built this amazing graphics engine but may never use it again. Will we see any more Capcom games using the RE4 engine?

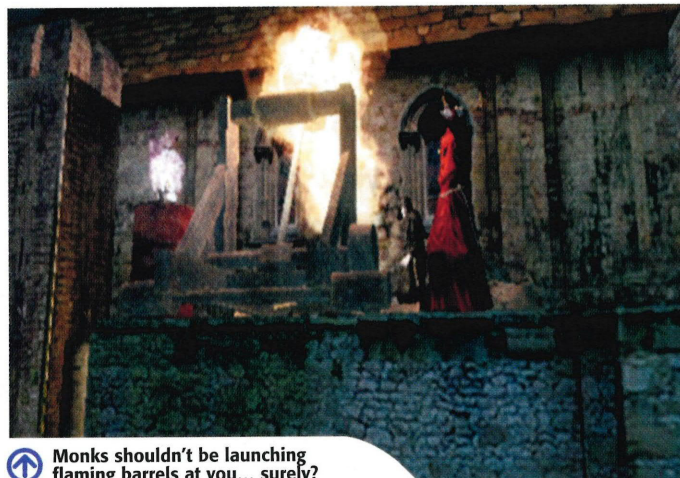
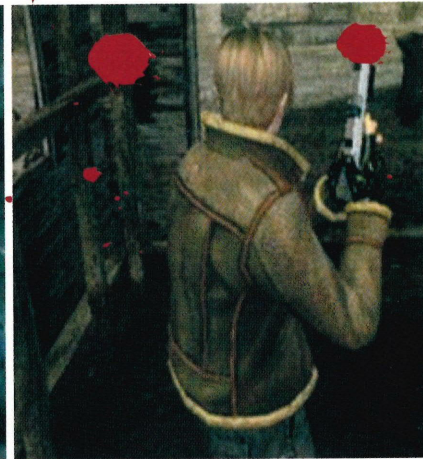
HK: I don't know. Right now I am putting my all into RE and won't be focusing on ANY other product until a majority of the work for this one is done.

CUBE: Will RE4 take advantage of Nintendo's mysterious new peripheral that it is showing at E3?

HK: I personally don't have any information that I can divulge about this yet.



Ello-ello-ello... who might this be then? Mystery man number two.



Monks shouldn't be launching flaming barrels at you... surely?

SHOOT IT UP!

USE YOUR SURROUNDINGS DUDE

A new gameplay addition to the game comes in the form of interactive environments. One example we've seen is using the monks' attacks against them. Towards the end of the monastery level the head monk (dressed in red) climbs up to a higher platform and catapults lit petrol barrels at you. If you're quick you can use the sniper rifle to blow them up before he chucks them. It's not easy, but get it right and you'll see the biggest explosion of your life!

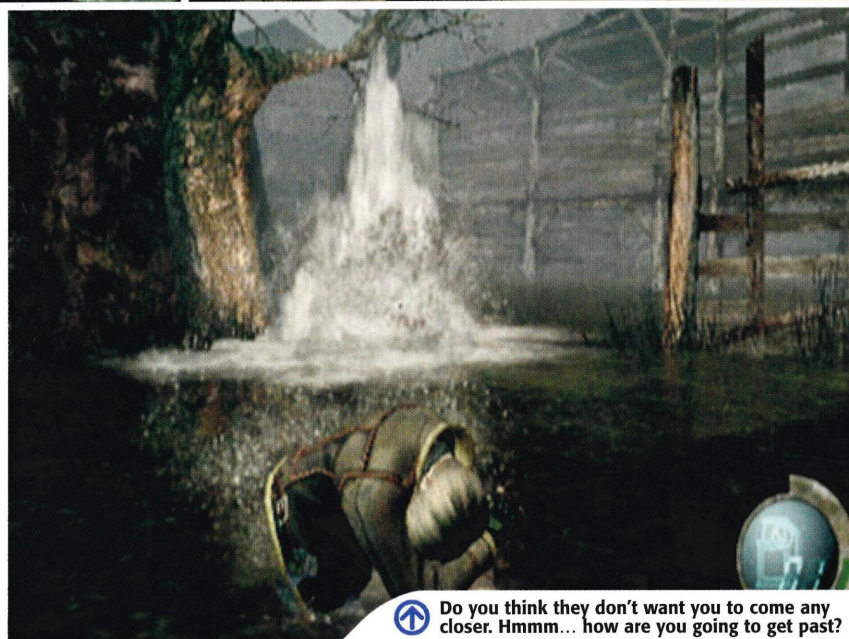


Hit the barrels at just the right time and you can take out the entire area, monks and all.

"WE DIDN'T MANAGE TO JUGGLE ANY OF THE ENEMIES, BUT THEY DEFINITELY FLY HIGH ENOUGH INTO THE AIR TO MAKE IT A POSSIBILITY"



... and now, give me 'concerned' Star quality.



Do you think they don't want you to come any closer. Hmmm... how are you going to get past?

CONTINUED

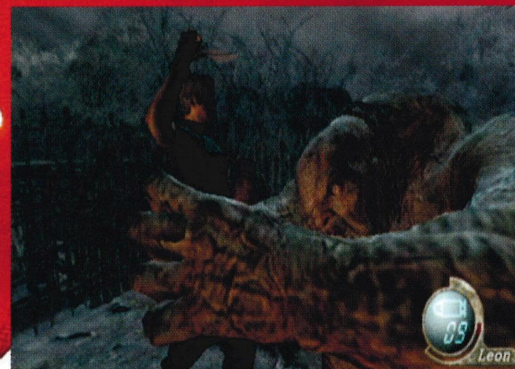
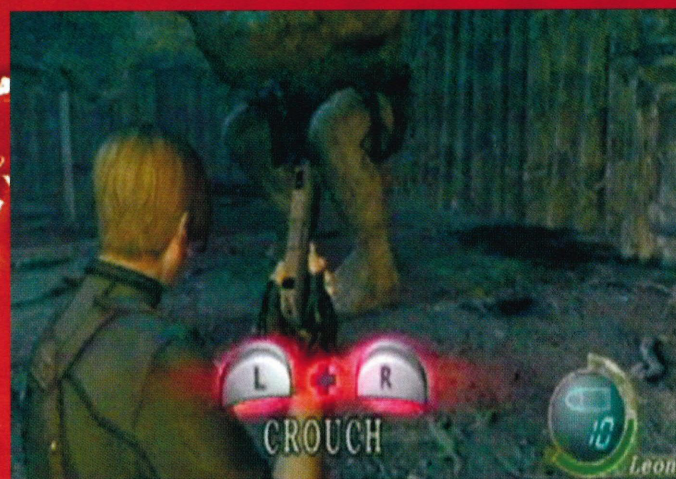
ladder to the top of a tower. The villagers were hesitant, but then they decided to smoke us out by chucking Molotov cocktails through the top window! With no other way out of the towering inferno you have to go back down the ladder straight into the arms of the crazed mob. You quickly learn that you can survive for a lot longer against these new enemies because they beat you up rather than munch you. Once you manage to break free you can try and escape the village, but all the doors are locked, save for one house. A short cut-scene sees Leon running inside and locking the door behind him, at which point the villagers go to plan B. The whirling sound of a chainsaw-motor rings outside and the door shakes as Baghead tries to break

through. You can push a chest of drawers in front of the door but the rest of the villagers are using ladders to get up to the first floor, so you won't be safe for long. Your only option is to run upstairs, where to our joy we found not only a shotgun, but also a bunch of grenades! Some of the villagers had already made it up the ladders, so we lined them up and blasted them to kingdom come. Rest assured, the shotgun does a lot more damage than ever before... we like it. Not as much as we like the grenades though. We couldn't quite time our grenades well enough to juggle any of the enemies, but they definitely fly high enough into the air to make it a possibility. Playtime soon comes to an end when you realise that Baghead has managed to get up to

HE'S GIGANTIC!

INTRODUCING THE ONE AND ONLY EL GIGANTÉ

Regular readers will have already seen shots of this monstrous troll-beast, but these new shots show off really well just how big this mother is. Check out the shot where he has his entire fist round Leon! The textures on this guy are superb, and his muscles flex and bulge as he breaths and roars.



Pressing L + R together lets you duck out of the way of El Gigante's swinging tree trunk.

You know what they say... big hands... big... wrists! Yup, he's got big wrists!

the room and is closing in on your position. Understandably enough having a chainsaw carve through your chest is quite a draining experience, and just one attack rips a massive chunk of your health bar away. Surprisingly though Baghead isn't any tougher than the other villagers, and four or five rounds to the head will knock him down: probably a bit of a blessing really... remember how annoying it was to drop Mr X (Tyrant 00) in *Resident Evil 2*.

This playable demo ends with the village church-bell chiming. As soon as the bell tolls the villagers stop what they're doing and head towards the church like zombies, all of them mumbling in that strange tongue of theirs. And so the demo ends... or does it? Yeah it did.

CUBE

SAYS...

FIRST IMPRESSION

■ We're very, very impressed. *RE4* is a massive step forward for the series, and has practically resurrected it from the dead in one stroke of genius. The controls, the graphics, the sounds, the new gameplay ideas... it's all fantastic, and we know that in true Mikami-san style there will be a lot more to come yet.

With this early code there are inevitable problems like graphical glitches and frame skips, but we expected that, and we know that they will be sorted for the final code, which isn't due out for another six months. We need this game. You need this game. Enough said.

CUBE

CLEAN UP BADDIES!



The UK's only Game Cube tips magazine is packed with game guides, cheats and secrets. Mrs Smith from Coventry says, "SOLUTIONS helped me to remove even the most stubborn enemies from my GameCube games!"

GUIDES IN THIS ISSUE...

- FINAL FANTASY: CRYSTAL CHRONICLES
- METAL GEAR SOLID: THE TWIN SNAKES
- TEENAGE MUTANT NINJA TURTLES
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- & MANY MORE!



Please note, the cover may differ slightly from the one shown here.

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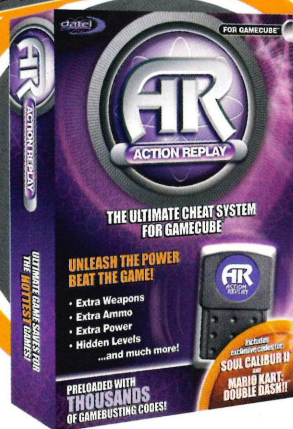
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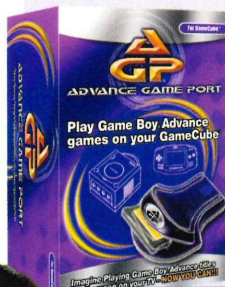
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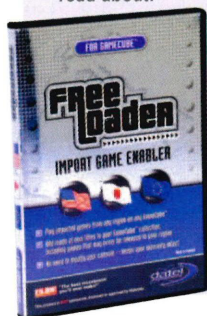


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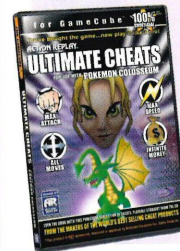
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CUBE

ISSUE THIRTY THREE

REVIEWS

OKAY, WE ADMIT it: that summer drought that we all loath so much has finally arrived. We may have moaned at Nintendo for delaying *Mario Golf* for so long, but in hindsight it's given everyone something to play in a very quiet month. *PSO III* is okay, *Samurai Jack* is okay, and triple-A title *Pikmin 2* is only available on Jap import. Yup, it's definitely a quiet one.

Rainbow Six 3 and *Pandora Tomorrow* arrive next month, but beyond that we're straining to see the PAL releases on the horizon. And so, the best we can do is to recommend the import scene. The next few months will see the arrival of *Legend Of Golfer*, *VF Cyber Generations*, *Star Fox*, *Mario Tennis*, *Paper Mario 2* and the US *Tales Of Symphonia*.

We're sure Nintendo of Europe has several surprises up its sleeve, but none of the big stuff will hit the shelves until September at the earliest. It's time to do like a bear and hibernate.

■ CHANDRA NAIR



As the months passed we'd become more and more excited about the sequel to Miyamoto-san's back-garden classic, but nothing could prepare us for quite how perfect this game is. Improving on the original in every way, we can't recommend this game enough.

74

CUBISTS

With so much going on at this year's E3, it's hard to put your finger on the best bit. If you had to pick just one game though, what would it be?

MILES GUTTERY



EDITOR
CUBE

BEST E3 GAME: *Metroid Prime 2*
WHY'S THAT THEN?: Everyone is talking about Nintendo DS, *RE4* and *Zelda*, and in the heat of the moment everyone has forgotten about the new *Metroid* title. I've played it, and believe you me, it's superb. More frantic than before, and simply beautiful!

CHANDRA NAIR



DEPUTY EDITOR
CUBE

BEST E3 GAME: *Legend Of Zelda*
WHY'S THAT THEN?: Sure it looks great and all, but it was the fact that Nintendo completely blindsided everyone into thinking that the game was going to be cel-shaded. A genius stroke, and one of the best-kept secrets ever. That's what E3 is all about.

GARY ADAMS



SNR STAFF WRITER
CUBE

BEST E3 GAME: *Wario Ware DS*
WHY'S THAT THEN?: Because the original and GameCube *Wario Ware* games have been a breath of fresh air, and the gamplay opportunities offered by the touch-screen can only be a good thing for the franchise. Wireless multiplayer? I might just explode...

TIM EMPEY



SUB EDITOR
CUBE

BEST E3 GAME: *Legend Of Zelda*
WHY'S THAT THEN?: Bloody hell, did you see that!? I only finished *The Wind Waker* about a month ago and while the cel-shading is lovely on it, this new *LOZ* crunches up the paper *Wind Waker* was drawn on, spits on it and throws it in the bin.

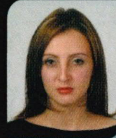
LIZ MORRIS



NEWS EDITOR
CUBE

BEST E3 GAME: *Nintendo DS*
WHY'S THAT THEN?: Okay, so it's not a game, but it was certainly the best part of E3. That touch-screen, all those games, Wi-Fi technology and it's backwards compatible! Just think about the possibilities. God bless you Nintendo and thank you for not letting us down... again.

STEPHANIE PEAT



SENIOR DESIGNER
CUBE

BEST E3 GAME: E3? What's that? And where is Miles? I haven't seen him in ages. This is getting ridiculous: I come in every day and work my bum off while they're all off partying! Well I'm sick of waiting and if my computer crashes one more time I swear there'll be sore balls all round!

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



SAMURAI JACK

84 In terms of gameplay, this game is obviously targeted at fans of the cartoon series. In terms of graphics, this game is quite obviously targeted at fans of rubbish dumps.

WORLD RACING

88 How can something that seems so right be SO wrong? Test drive all the latest Mercs and drive wherever you want. Marvellous. Not at 12 frames per second it isn't! And those ridiculous cows...

PSO III C.A.R.D. REVOLUTION

90 Take a cool little game and stick it in a niche market (GameCube, online, Europe). Then refine it so that it attracts an even more limited audience (card battle fans). This is the result.

80 After nearly a year of waiting, Nintendo of Europe has finally decided that it might be nice to let us have a play on *Mario Golf*. It's a quality slice of sporting action, and classic Nintendo.

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic - it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on [TotalGames.Net](#).

2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.



COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do - here's a detailed look at what we're saying in those all-important numbers...

RATING 9.0 ⬆

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals - give us a bit of credibility here, okay?

RATING 7.5 ⬆

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 5.0 ⬆

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

RATING 2.5 ⬆

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 0.0 ⬆

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!



BOSS BATTLE

Make sure your Pikmin don't get squashed here – aim for the boss' face.



CUBE

INFORMATION

PIKMIN 2

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: £59.99

ORIGIN: JAPAN

PLAYERS: 1-2

MEMORY: 27 BLOCKS

STATS

■ LONGER PLAY TIME

■ MULTIPLAYER MODES

■ TWO NEW PIKMIN TRIBES

■ BIGGER, BADDER, BRIGHTER



9 OCT '04



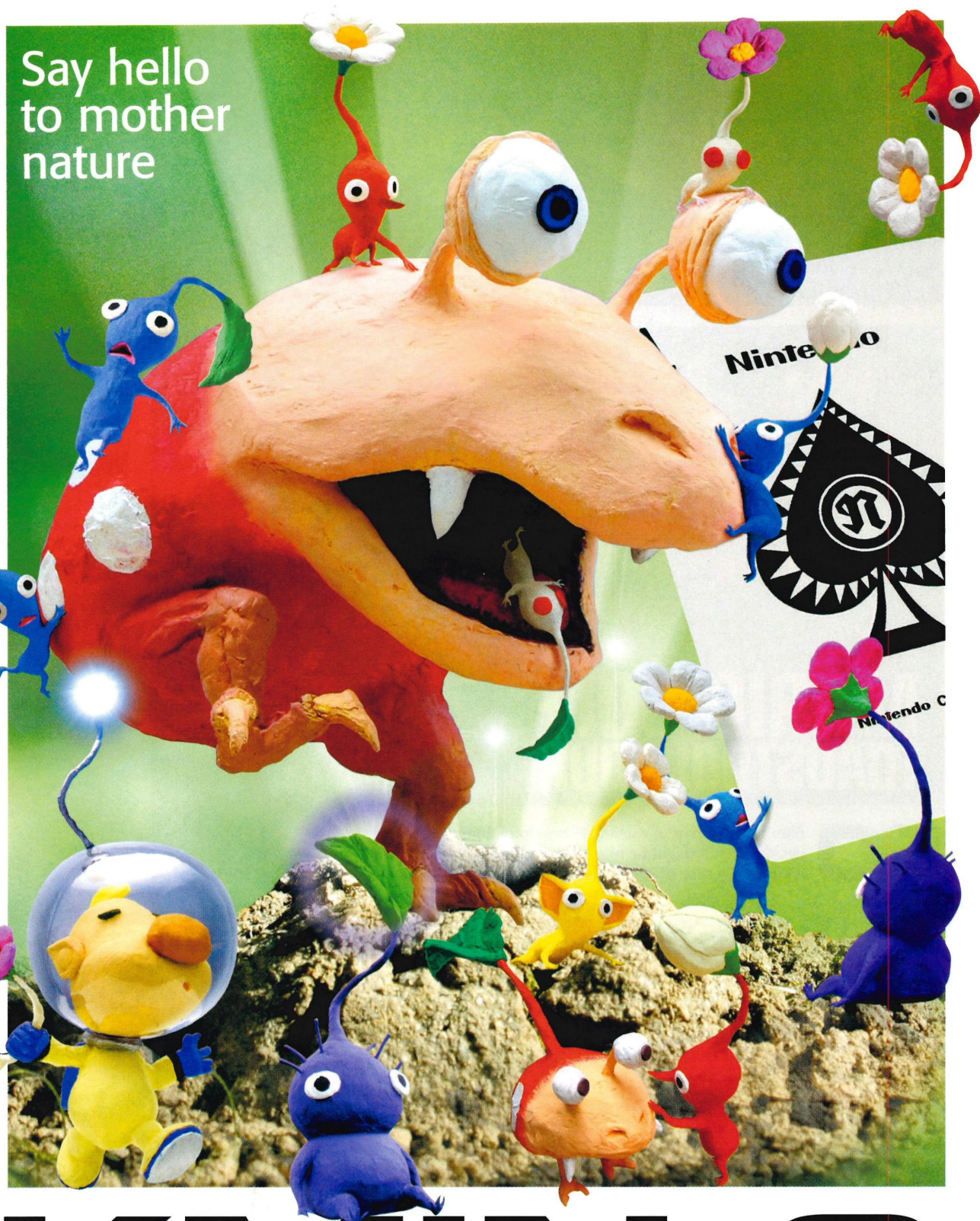
OUT NOW



AUG '04



Say hello
to mother
nature



PIKMIN 2

HEY, LOOK! Similar to Navi, a little robot will pop up when you see something new and explain what it is that's going on. In Japanese.



P-p-pick up a Pikmin!

IN THE LIGHT

of the E3 excitement, *Pikmin 2* may not be too thrilling to some, but to us it shows that despite the sexy hardware, overdrastic corporate chest-beating, abundant celebrities and the unreal glitz of LA, what really matters, and what E3 should be about – the actual games – is still the domain of Nintendo. No unnecessary hype, no distant release dates, no exuberant, breathless prose about the latest gimmick – *Pikmin 2* is here, in our hands and we've played it. Forget E3 – let's play this first... it's brilliant. Better than the first game, in fact. It's got everything you could ask for. More Pikmin, bigger play areas, dungeons to explore, multiplayer modes... but crucially, it doesn't feel bloated. It's all too easy to imagine that just one more Pikmin type, or any number of extraneous gameplay changes would cause the game to feel too complex for its own sake. Being able to coordinate an attack on a giant bug with

one party of Pikmin while overseeing the collection of flowers with another set, all the time changing the camera view to make sure no other enemies are prowling about without even registering that your hands are on the controller is a beautiful thing, and in keeping with the simplicity of the gameplay. With *Pikmin 2*, Nintendo has managed to retain the spirit of the first title while adding in even more to do, and as you get further into the game and appreciate just how well everything has been designed, you'll find your respect for Nintendo, as masters of their form, ever-growing.

It feels as if we've jumped the gun a little here, but we felt it was necessary to get this out of the way. The idea of *Pikmin 2* is that on your return from Earth, you arrive home to find out that your business just wasn't capable of looking after itself. You're in debt, and so you're going to have to rocket back to the planet and uncover 'treasures', which Captain Olimar can sell in order to raise 10,000 Pokos. Once again you'll be enlisting the help of those

MONEY FOR

OLD ROPE

The 'treasure' that you find in the levels can take on all kinds of forms... even an old glove counts for something in the world of *Pikmin*!



Make sure that you don't throw your Pikmin into an animal's waiting mouth. That would be bad.

LOSING YOUR MARBLES

MULTIPLAYER ACTION

Yes! There's a Multiplayer mode packed in here... sweet. From the start (you can unlock other modes by completing the main game), you have two options – Challenge and Vs Challenge. Challenge has you working with a team mate to get through dungeons within a time limit, and is awfully good fun, if a little confusing. The real fun comes with Vs though. Each player starts off with either red or blue Pikmin (in this case their colour simply serves as an indicator of who belongs to who, rather than their skills) at opposite ends of a battle arena. The aim of the game is to beat your opponent by either collecting four yellow marbles, your opponent's marble (always situated by their onion), killing their Captain, or by causing all of their Pikmin to be killed off (while your Pikmin can attack each other, when one dies at the hand of another, they appear back at the onion. The way to destroy them forever is to get them eaten by a hungry bug). So it's basically the *Pikmin* version of the popular 'Capture the Flag' mode that's found in shooters like *Unreal Tournament*. Needless to say, this rivals *Mario Kart* for outright fun as each player scrambles to make as many Pikmin as possible, while collecting marbles and setting up a defensive army, all the time keeping an eye on what their opponent is doing. It's a lesson in management, and a damn fun one at that.



If the reds grab the blue marble, the game is won.



WHAT WAS THAT YOU SAY?

YOU SPEAK-A ENGLISH?

Whenever we play a Japanese import we get annoyed that we can't follow the story properly. Well, believe it or not, in order to aid an E3 demo, English subtitles for the cut-scenes were included in the Japanese code, but blocked. There is one catch though... the only way that you can view them is to use an Action Replay (available from www.codejunkies.com). Still, if you're an importer, then we expect that you'll already own an Action Replay anyway.



これには100ポコの価値アリ



This thing's worth 100 Pokos?!
That's more than a year's salary!

Some nasties lift your Pikmin up and throw them to the ground.



CONTINUED

happy little slaves, the Pikmin. Ahh, cheap labour! Right, now we've got the story out of the way, allow us to shake and point at the game excitedly again. Firstly, we'd better clear one thing up – this isn't for everyone. Now, we're quite sure that a good percentage of the people reading this text are well aware of this fact, but we don't like to take chances. *Pikmin* is slow. It's ponderous. It doesn't approach the level of brain taxing, but it does require a little thought if you want to get anywhere. There will be lots of times that you'll be backtracking in order to keep your supplies of Pikmin plentiful, and completing just one task will take you a long time. If

you have no time for sitting back with the view of not moving from your position for the following five hours, then we would warn you away from this title like we'd warn an epileptic from a strobe show. Likewise, anybody who finds the sugary-sweet tweeness that Nintendo specialise in gut-wrenchingly foul, walk away now (and get another console while you're at it). For when you're running around a cave with 100 little Pikmin hurtling along behind you, they'll jabber among themselves, chatter away and sing. If you accidentally lead your squad into deadly water, they'll splash and scream frantically until their lungs are finally emptied of precious oxygen and you're forced to witness their souls rise from

"THE TUNES AND SOUND EFFECTS COULD HAVE ORIGINATED FROM A HUGGIES ADVERT..."



↑ If you get lost then just call up the map by pressing Start.

HULK'S SPECIAL

LOVE HOLD!

When you first meet a new Pikmin type, they'll swagger about, showing off their new skills. They're like little colourful wrestlers, but much more expressive.



↑ Ahhh my eyes! *Pikmin 2* is so bright and colourful...



↑ Chuck the reddie into the blue flowers, and they'll come out looking like Sumo wrestlers.

their bodies. When you pick one up and throw him/her(?) onto an enemy's back, your Pikmin will cling on with tiny little claws, clutching away as she/he's tossed to and fro. The bulging eyes popping out of Nintendo's fanciful creatures that dot the landscapes, the tunes and sound effects that could have originated from a Huggies advert... if we were allowed real, actual breathing girls in the office we're sure that pram sales would have rocketed. Watching *Pikmin 2* is a feast for the eyes and ears, and it's a feast of jelly and ice-cream with tubs of syrup poured all over, and it's only by looking a little closer that you'll notice the more subtle strokes, such as the shadows cast from trees high in the air that tickle the landscape's surface and shift slowly in

the still summer wind, or the flower blossoms that play in the air like cavorting angels. Every inch of the world you explore is a joy to look at and a pleasure to explore.

But looking at the screenshots, you'd be forgiven for thinking that everything looks too similar to warrant something as crazy as spending hard-earned dosh. Why should you invest in *Pikmin 2* if you already have the first game? Well, the masterstroke isn't the increased Pikmin types or prettier graphics. Even the multiplayer modes aren't what we'd refer to as icing on the cake. It's the dungeons. See, the 30-day time limit that gave the first game that sense of frantic action may have been sent off packing, but now we've been blessed with

GREENFINGERS

HOW TO GROW A PIKMIN

'So how does it all work?' Well, it's quite simple. Those onions you can see hold Pikmin. At the start of a day you can call some out (up to 100 can be on-screen at any one time) and get them to work. Gnash some flowers and order your Pikmin to take the capsule that's left over as a result to the pod with a flick of the \odot -stick and depending on the number on the capsule (which also dictates how many Pikmin are needed to carry it), more Pikmin will pop out like seeds, and you'll have to pull them out of the ground. This is the case for the red Pikmin (who can walk through fire unhurt), the blue (who can walk through water) and the yellow (who are invulnerable to electricity). To get the purple Pikmin (who have the power of 10 normal Pikmin) and the white (who emit clouds of poisonous gasses when eaten, and can walk through mists of poison unharmed), you need to throw other Pikmin into the relevant flower, which will close when five have passed through their petals.



↑ As ever, most nasties can be killed by the old 'throw enough Pikmin at them' tactic. Just make sure you have the right colour.



↑ Don't pick them for a while, and they'll sprout flowers.



See the yellow goop? The Pikmin will gobble this down making them faster and stronger.



TWO'S COMPANY

WHEN THE GOING GETS TOUGH...

One of the big gameplay changes in *Pikmin 2* is your ability to control two spacemen at the same time. These five-inch high cosmonauts use the Pikmin as slave labour, and with a tap of the button you can swap between the two. This means that you can effectively multitask – now twice the work can be done in the same amount of time, but remember to make sure that one group isn't caught unawareness by one of nature's killing machines.



29 white Pikmin aren't going to be enough. You'd better head into the caves and get more!

IT'S A ME?

WHO ARE YOU?

Meet Louie. This is Olimar's second mate, and we think that the pair bear more than a passing resemblance to those famous brothers Mario and Luigi.



CONTINUED

dungeons, the entrances of which are scattered around the four overground areas. Each dungeon has a set number of floors to traverse, and although the layout of each stays the same, the entrances and exits are all randomised to keep things fresh (after all, you won't be completing them the first time round). In each dungeon there are several items to find, and any number of enemies stalking around looking for tasty Pikmin. There is also the small matter of a boss to contend with on the final floor. But aside from the enjoyable treasure hunting and boss fighting, the real reason that these dungeons are so enjoyable is that you can't grow any more Pikmin once you enter. You go down with 100, and you'll be coming out with less. This means that you have to be a lot more careful than you would be otherwise, and a lot of Pikmin-swapping will take place as you navigate fields of fire, poison-belching



While Olimar watches the bridge, Louie is skulking elsewhere.

HISTORY LESSON: Nintendo carries on its tradition of indulging itself in its history, with some of the treasures looking rather familiar...



When the Pikmin scabble around with their latest find, watch their little legs scurry along. So cute!



bugs and electrically-charged gates. This makes the gameplay tense, enjoyable, and on occasions, very hard. That is, of course, until you start learning a few tricks...

If we have one complaint about *Pikmin 2*, we'd say that it feels a little too rigid sometimes. The main adventure is large and enjoyable, and there's plenty of scope for setting your own parameters concerning which Pikmin, and how many you take into the dungeons, but we were put off by the apparently immovable structure of the overworld and its linearity. There's no room for expression like you get in say, *Super Mario Sunshine*. We've also found that the age-old tactic of 'throw enough Pikmin at the problem' is also relied on

too much, although the increased focus on the elements and their association with your Pikmin does go some way to dissolving this problem. On the whole though, we'd have to say that where *Pikmin* was stripped down and minimalist fashionable Swedish furniture for the GameCube, *Pikmin 2* is the natural evolution – the perfect blend of form and function. It has a little extra bulk around the sides, but even so, it still manages to make all other games look like over-engineered exercises in indulgence. Where the franchise is headed from here is anybody's guess, but we pray that Nintendo thinks long and hard before making any decisions.

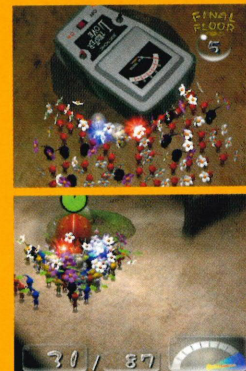
GARY

"THERE IS ALSO THE SMALL MATTER OF A BOSS TO CONTEND WITH ON THE FINAL FLOOR"

REDLINER

DIG DUG

Ever since we first got hold of *Pikmin 2* screenshots, we've been wondering what that little needle at the bottom right of the screen is. Well, it turns out that once you've found the 'love meter' in the first dungeon, it turns into a radar that beeps whenever you're near treasures, whether you're in the overworld of the dungeons. Its usefulness doesn't end there either – once you've found everything in a certain area, it greys out, so you know that you don't have to hunt around any longer. You'll also find it beeping at you for what seems like no reason early on in the game. Until you find the white Pikmin that is – if these fellas detect something close to the surface of the ground, they'll start digging away until they find something. Most useful.



Feeling lucky? Got that tingle running up and down your spine? Let the Love Tester guide you.

CUBE VERDICT

PIKMIN 2

A PERFECT MIX OF PUZZLE AND ACTION



VISUALS

Gorgeous in every possible way.



AUDIO

Like resting a cotton bud in your ear.



GAMEPLAY

A little rigid, but super-slick.



LIFESPAN

Twice the adventure, and multiplayer on top!



ORIGINALITY

This is *Command & Conquer* with leafy bits.

ALTERNATIVE

The original is still as good as ever, but you'll soon miss the fat purple Pikmin.



PIKMIN

Reviewed: Issue 7

CUBE Rating: 9.0

2ND OPINION

PIK-MING! "Heh heh the poisonous ones look like they fart. It is like C&C but without the horror of war, just the horror of watching radishes down. Brilliant."

TIM

FINAL SCORE

9.3

IMPROVING ON PERFECTION
SOUNDED IMPOSSIBLE –
IT WASN'T



TANTRUMS

None of the characters take kindly to putting up those big numbers. Play bad – make them cry.



It's-a-tee



SPIN DOCTOR

ROLL ON

Hit at the correct moment then again to add top spin. followed by gives you super top spin or do the reverse to for backspin. Careful use of this technique is the way to get those elusive birdies.

210.19 Super

CUBE

INFORMATION

MARIO GOLF: TOADSTOOL TOUR

PUBLISHER: NINTENDO

DEVELOPER: CAMELOT

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 13 BLOCKS

STATS

- INCREASINGLY CRAZY COURSES
- PARTY GAME ATMOSPHERE
- LOADS OF UNLOCKABLES
- GOLF WITH MARIO STYLE



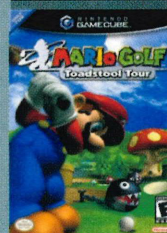
18 JUN '04



OUT NOW



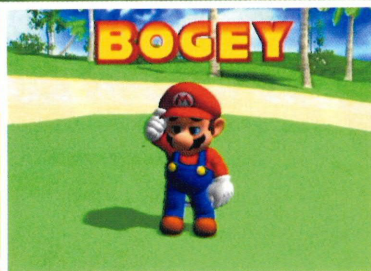
OUT NOW



MARIO GOLF TOADSTOOL TOUR

ABUSE ME: Hit buttons while your opponent is preparing to take a shot to taunt them. This becomes very, very irritating.

"IT FEELS LIKE A GOLF GAME DESIGNED FOR PEOPLE WHO DON'T LIKE GOLF GAMES"



↑ One thing you can't deny is that it looks nice... really nice in fact.

↩ Hey, if our mum had called us Bogey we'd be pissed off as well.

Mario and friends are teeing up another GameCube big hitter

GOLF IS ONE of life's oddities. To some it's as pointless as putting ferrets down your trousers: for many an obsession that extends beyond the strictly healthy, and an expensive obsession at that. A good set of bats (use that word in a posh clubhouse and see the looks of horror Mexican wave around the room) will set you back at least a few hundred pounds, or even thousands if you really mean to take it seriously. Then you have all that other paraphernalia. Little furry socks to put over your club heads, motorised trolleys, gloves, funny shoes, trousers that aren't quite long enough, pastel t-shirts of a kind thought to have died out in 1988. Go into any golf store and marvel at the sheer volume of 'stuff' available, the lion's share of which can only possibly have a nominal effect on whether or not your ball goes in the general vicinity of where you want it too. This of course is the crux of the sport, a fact not lost on us. We're professionals and are paid to know that sort of thing.

When Mario turns his hand to anything new it's always a time to sit up and take notice, although the fact that this came out in the US almost a year ago means there won't be too many surprises. The team behind the mightily enjoyable *Everybody's Golf* on PS2 know a bit about creating a fun and playable golf game, but with a little Mario magic dust sprinkled over the top, surely this is a recipe for a sure-fire hit. Well, yes and no. All the *Mario* characters are available with an assortment of unorthodox playing styles necessitated by their various shapes and sizes. For example Diddy Kong has a tiny little putter that is nevertheless almost as big as he is while Donkey Kong whacks his tee-shots one-handed with a sort of round-house technique that even Tiger Woods would struggle to get his head around. Speaking of which, it's Tiger, not Bowser, who represents Mario's ultimate opponent this time round. Can *Toadstool Tour* compete with the magnificent *Tiger Woods 2004*? In short, the answer is no, but it doesn't really attempt to.

A QUESTIONABLE SPORT

RULES FOR FOOLS

If you get tired of regular golf there's a sackload of other modes and challenges to try out. Collecting coins is one way to open up hidden characters. Simply hit the ball as near to the clouds of stars as you can and try to catch as many as possible. The hoop challenge involves hitting the ball through giant floating rings. Miss one and you get fired back to the start. Speed golf is all about beating the clock. You don't have time to worry about lining shots up so you just need to hit and hope. If heights aren't a problem for you, head to the Congo Canopy, which is a course made entirely of par three holes suspended way up in the jungle treetops. Compete to see who can consistently hit the ball nearest the pin off the tee but judge the power wrong and it's a long climb down to retrieve your ball.



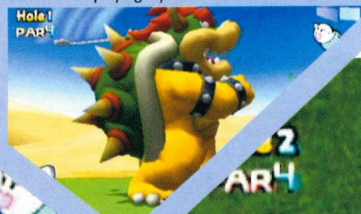
↑ Shouldn't Koopa have tiny shells instead of balls? Where's the love, eh?



↓ Mario and friends get to relax in the most amazing places.



SPECIAL TECHNIQUE: Due to their enormously varied shapes and sizes the characters have some unorthodox playing styles.



HEAD SHOT

It's wise to watch the fly by so you know where you need to be hitting the ball. Going straight towards the pin can land you in all sorts of trouble thanks to some devious course design.

← The ball, the ball, the ball is on fire... We don't need no water, let...

→ Nintendo can't help but put pretty colours in everything.

CONTINUED

Toadstool Tour feels in many ways like a golf game designed to appeal to people who don't like golf games. The click-the-sweet-spot-on-the-rising-power-bar shot system has long since been abandoned by the established serious golf simulations and *Tiger's* analogue stick swing is as intuitive and flexible as you could wish for. If you played any of the recent versions, *Toadstool Tour's* power bar system feels clunky by comparison.

More complex shots can be executed when you get a little more comfortable with the controls. Tapping combinations of **A** and **B** when striking the ball can be used to apply topspin and backspin while an icon screen enables you to add draw and fade. Simply move a cursor around a close up of the ball to choose the impact point. With a little experimentation you'll soon get the hang of what does what and be swinging shots round those tricky dog legs like it was what you were born to do. Again

though, if you're familiar with *Tiger's* method of angling your swing to swerve the ball, the *Toadstool Tour* system doesn't generate the same sense of physical involvement.

What you won't find in the *Tiger Woods* games, or indeed any other golf sim anywhere is that unique *Mario* flavour that is so often the catalyst in ensuring greatness above and beyond the sums of parts. If you like mushrooms, castles, warp pipes and so on (and let's face it, who doesn't) then welcome, friends, to a special place indeed. The first few courses are fairly standard but open up the later ones and the game turns into crazy golf on an epic scale. Bounce the ball off cliff faces, catch a warp pipe to dump the ball out somewhere completely unexpected and generally get a whole new perspective that makes the earlier courses look rather mundane. It also gets pretty hard. Often you'll find yourself disoriented and not entirely sure where you're supposed to be hitting the ball. Play one

↓ And the crowd say Bo, Selecta! Miles must be pretty fly...





Do you get big explosions and giant fonts in *Tiger Woods*? Do you? Do you? No, didn't think so...

... and what about great big apes and freaky ghosts? Nope, you don't get that either. Suck on that *Tiger* fans.

bad or misjudged shot and it can easily muck up your entire round as you find yourself at the foot of a cliff with the green high above. There's physically no way you can knock it on without launching the ball 100 yards in the opposite direction in order to get the right angle. This can be incredibly frustrating and means matchplay is by far preferable to strokeplay.

The more you play, the more you don't actually feel like you're getting appreciably better at the game, and this is perhaps it's biggest fault. Experience shows you the best ways to tackle some of the trickier holes (on later courses you will get hopelessly lost from time to time), but it all amounts to the same thing – point and swing. There's not enough subtlety to shot-making which gives the package a slightly flimsy feel. Not what you expect of a Nintendo product.

The game is at its best in multiplayer mode, but it really requires everyone to be familiar with the courses. With a

wealth of mini games on offer there's no shortage of party fun to be had. Get closest to the green, collect coins, hit the best tee-shot, play speed golf where you don't have to worry about the number of shots, just the clock. All these options make it an ideal party game. However the one-player mode is pretty short-lived. You'll want to play through and open up all the hidden stuff, but once you've done it the game is likely to disappear into the cupboard. For a decent, healthy dose of Mario fun *Mario Golf* delivers the goods. However as a simulation of the sport it's nowhere near as detailed or flexible as *Tiger Woods*. The swing technique in particular feels very old fashioned in this day and age. Basically, if you want a party game to play with friends, get *Mario Golf*. But if you want a golf game it's got to be *Tiger Woods* all the way. Sorry Mario old mate. You don't usually miss the fairway, but you've sliced this one a little bit.

MILES

AN ALTERNATIVE VIEW FROM THE CLUBHOUSE

LOOKS LIKE MILO HAS HIT A BOGEY...

Miles seems to have been playing a different game to me... I've been addicted to *Mario Golf* since getting an import version ages ago and it offers a challenging and highly addictive golf thrill. Yes, after playing *Tiger Woods*, the power bar does seem slightly odd but you soon realise that far from being an old fashioned concept, it allows you to be more precise when planning that carefully orchestrated chip onto the green. Don't be fooled by the bright colours: *Mario Golf* offers as much of a challenge as any of the more serious golf outings out there – it just gives you the chance to step into Wario's shoes whilst you play and who wouldn't wanna do that, eh? Love, Luke.

Is the power bar system better or not? We're on the fence.



"OPEN UP THE LATER COURSES AND THE GAME TURNS INTO CRAZY GOLF ON AN EPIC SCALE"

CUBE VERDICT MARIO GOLF: TT

A FAIRWAY FROM GREATNESS



VISUALS

Lovely and colourful, Mario's world is always a pleasant place to be.



AUDIO

Jaunty tunes, but maybe stick a CD on while you play.



GAMEPLAY

Bounces between too simplistic and overtly fiddly.



LIFESPAN

Plenty of long term multiplayer possibilities.



ORIGINALITY

Nintendo are walking a well worn path with this one.

ALTERNATIVE

A masterful simulation of the sport, packed with options and challenges



TIGER WOODS 2004

Reviewed: Issue 24

CUBE Rating: 8.8

2ND OPINION

HOLE IN ONE! "If you like your golf games fast, fun and packed with things to do, there is no better title out there. Golfing purists may tell you otherwise but in terms of sheer enjoyment, this can't be beat."

LUKE

FINAL SCORE

8.0

NOT A TRUE GOLF SIM, BUT ANOTHER GREAT NINTENDO PARTY GAME



(It's Not) Alright, Jack

SAMURAI JACK THE SHADOW OF AKU

⬇ If chins could kill... which
they probably can.



CUBE

⊕ INFORMATION

SAMURAI JACK

PUBLISHER: SEGA

DEVELOPER: ADRENUM GAMES

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 35 BLOCKS

⊕ STATS

■ USES VOICE ACTORS FROM SHOW

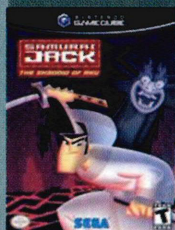
■ VARIED AND COLOURFUL LEVELS

■ LOADS OF ATTACK COMBOS

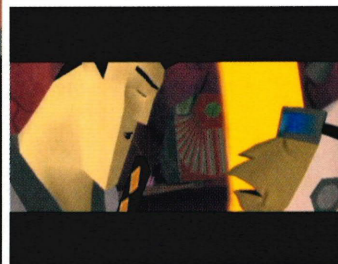
■ UPGRADEABLE WEAPONS



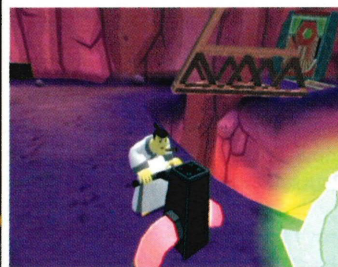
11 JUN '04 TBA OUT NOW



⬆ Argh! It's the creature from the
Blue Lagoon.



⬆ Does that look like Tingle to
anybody else? Run away!



⬇ Go on – kick
the kidneys
outta him!
Oh wait a
minute...
change of
plan, stat!

MISSION COMPLETED!

TIA CARRERA?

RELIC HUNTER

On each level you can find
relics, which can be used to
buy power-ups at the World
Hub. These power-ups
increase your health, Zen
or Damage meter.



Grab your samurai swords as it's time to save the world

YOU'VE GOT

to admit it. If you had the choice of being a gun-toting cowboy or a sword-wielding samurai, then you're likely to choose the latter. They're just too cool, but not as cool as ninjas obviously. So it's little wonder that the legend of the samurai has permeated western culture to such an extent that it now features heavily in our media – from books to films from television shows to videogames.

Toonami's number one samurai is making his way onto our consoles and we can tell you now, we were excited. Since the show's launch in 2001, *Samurai Jack* has become one of the world's top animated shows pulling in 2 million viewers per episode and even winning an Emmy award. With a reputation like that, the game had a lot to live up to. Does it succeed? In a nutshell, no. This doesn't mean that *The Shadow Of Aku* is a terrible game. It's not. It's a mediocre one. Which is a massive shame as it had so much potential.

The basic idea of the game is thus: Samurai Jack is sent thousands of years into the future where an evil shape-shifting wizard called Aku has taken over the world. It's up to Jack to find a portal back to his own time where he can crush Aku and prevent his rise in power. On his journey, Jack traverses many mystical and wonderful lands and

faces all sorts of obstacles, namely Aku's multitude of minions whom he needs to destroy while protecting the villages from capture and imminent death (*gasps for air*).

From the get-go you're likely to find *Samurai Jack* disappointing. The graphics, whilst bold, simple and colourful do not truly match the style of the television show which is a bit of a let down for the fans. There was always a risk of this as it's difficult to convert a 2D world into a 3D one without causing some disruption. So why not just make *Samurai Jack* a 2D cel-shaded platformer, and have done with it? Why not indeed...

Still, once you get over the fact that it's 'not quite *Samurai Jack*' then the game actually has some nice points. For starters, you meet a few of the show's stars including the Scotsman, Mad Jack and Aku so fans should be happy. Then there's the level design that, although not the most original you'll ever see, is varied in its content. One minute you'll be walking around an ancient building and the next you're hundreds of feet above the ground in a giant tree so your optics are rarely bored. It's just that your mind might take a wander now and then.

The average *Samurai Jack* fan may be below the age of 12, but it still doesn't excuse the pitiful simplicity of the gameplay at times. The game's puzzles

YO! SUSHI: Apparently eating raw fish has the ability to heal you. Well, it does if you're Samurai Jack. The larger Sushi platters can fully restore his health.

⬇️ "Lonely souls like mine, only happy when I rhyme."

"HARDLY Mенса MATERIAL AND QUITE TEDIOUS AFTER A WHILE"

⬆️ It would be more effective if you aimed at something...

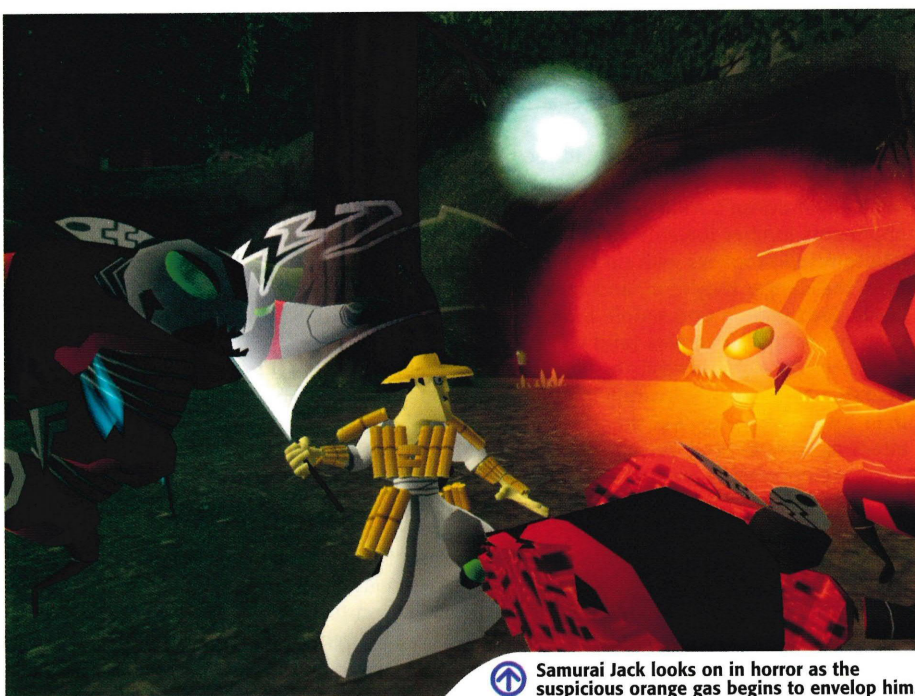


MIGHTIER THAN THE SWORD

WHAT'S BETTER THAN ONE SWORD? THREE! (THOUGH SOME MAY ARGUE FOUR)

Samurai Jack knows his way around a sword, but even the most skilled swordsman would find it difficult to fend off water-beasts, flame demons and goblins. Thankfully, you can upgrade Jack's sword by saving the locals from Aku's minions, who will in turn reward you with Blade Magic. This magic takes the form of new swords. There are three new Blades to collect in total – Flame, Crystal and Electric. Each blade increases your sword's power by 25% although it has a varying effect on your enemies, so the key is to learn which opponents are more susceptible to which blade. Learn this quickly, however, as using the Blade magic drains your Zen meter and you don't want to be caught out. As well as improving the power of your sword, the Blade magic enhances the power of your arrows and Ninja stars as well, so it's definitely worth putting that extra effort in to find the kidnapped villagers.

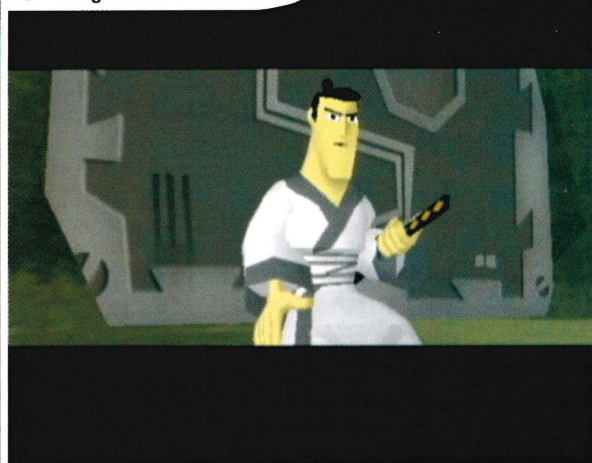
⬆️ Samurai Jack looks on in horror as the suspicious orange gas begins to envelop him.





⬆ He'd look much cooler if he had a light sabre, rather than that lame sword thing.

⬇ Don't kill yourself Jack!
The game's not that bad...



HARD BODY

SOLID CORE

Jack can pick up armour to help protect him, which varies in strength depending on your Armour meter. The weakest set can only take three hits, the strongest can take twelve.

HEARING VOICES

WHERE HAVE WE HEARD YOU BEFORE?

Fans of animated television shows and movies would probably get a feeling of déjà vu when playing *Samurai Jack*. Why? Because the voice of Jack belongs to Phil La Marr, one of the world's most sort-after voice actors. As well as voicing Jack in the television show and this game, La Marr has also starred on other hit shows and games. His credits include the voice of Vamp in *Metal Gear Solid 2*, Sig in *Jak 2*, Hermes (plus others) in *Futurama* and numerous characters in *Family Guy*. La Marr has also appeared in movies like *Pulp Fiction*, *The Animatrix* and *The Powerpuff Girls Movie* which was obviously his crowning glory... or not. *Samurai Jack* fans are also treated to the vocal talents of Mako (the voice of shape-shifting wizard Aku), Jeff Bennett and Jennifer Hale (who voiced Alex in *Eternal Darkness*) who appear regularly on the show and reprise their roles in *The Shadow Of Aku*.



⬆ Do you know anybody else who has hands bigger than their own face?

CONTINUED

rarely get more taxing than 'fight this enemy to win a key, go down the hill, insert key', which is hardly MENSA material and quite tedious after a while. Things would have been much better had the enemy AI offered any kind of challenge, but sadly it doesn't. Nearly all the opponents lumber towards you like lobotomised monkeys with no clue to as to the danger they're in, and can be easily dealt with in one simple move. Even the tougher enemies (and we use this term loosely) can easily be defeated by simply dodge-rolling out of their way or jumping over them and attacking from behind. Projectile throwing opponents are just as effortlessly despatched by repelling their missiles back at them using your sword. Saying this, there is some satisfaction to be gained from killing five or more opponents in one fell swoop using this method.

In fact, Jack has an impressive list of moves at his disposal, so whilst it might

not be hard to kill your opponents you can certainly look good whilst doing it. On top of his standard sword slash, overhead chop and block move, Jack can also learn six combos by picking up scrolls found on each level. These combos include the Barrel Roll, Cobra Chop and the Au Sem Mao, all of which look awesome, especially since time slows down so you can enjoy the carnage in its full glory. Masterful. These combos aren't one-hundred percent effective, however, especially against opponents that need to be hit in certain weak-spots. This can easily be rectified using the Sakai Mode Combat, accessed using the button. It's basically bullet time, except for the fact that only your opponents slow down whilst you remain at normal speed. This means you can find the optimum attack position without fear of being injured. Don't expect to be able to do this all the time though, as the Sakai Mode runs on Zen energy. Samurai Jack's enemies release Zen after they're

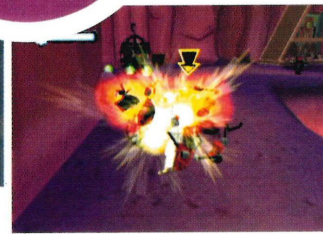
STRAIGHT AND ARROW: You can collect arrows on each level, which are ideal for long ranged attacks on poisonous plants or flame throwing minions.



↑ The 1554 feudal olympic games had more of an edge to them.



↓ We don't know what's going on here, but it's messy and has flames in it... cool.



destroyed, which fuels Jack's Zen bar. Every time you enter Sakai Mode you use up this fuel, so you can only slow down time for short periods. The Sakai mode is definitely the best weapon at Jack's disposal, so it's advisable to increase your Zen Energy bar by collecting Relics and using them as currency in the World Hub 'shops'.

If you're too darn chicken to take on the bad guys face to face, then you can always use your trusty bow and arrow or ninja stars. These are ideal for long-range attacks although it takes a lot of arrows/stars to bring someone down. Thankfully, there's plenty of ammo to be found on each level, usually inside vases, so you're never likely to be without.

All of this is just so convenient, and takes us right back to the point that

"YOU CAN PLOUGH THROUGH THE LEVELS WITHOUT MUCH THOUGHT OR DUE CARE"

Samurai Jack is just too easy. You never once feel as if you're in any real danger, so you can plough through the levels without much thought or due care. As such, the game can be finished before the sun goes down – just in time to catch the TV show in fact.

The sad fact is, despite Adrenium's efforts to make the game as entertaining as possible, it simply doesn't live up to the show's reputation. It's not funny, the style of the graphics aren't the same and, even though Jack has some totally kick-ass moves, the game lacks that certain 'wow!' factor to keep you coming back for more. Definitely rent this over the weekend, but may we suggest you spend your £40 on the DVD Season 1 boxset instead?

LIZ

Yay! It's the internet! All hail the mighty web!

SAMURAI ARCHIVES

Support the Samurai Archives:
Visit the Samurai Archives Store
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Why Donate? / View Rankings

History:	Featured Samurai:	The Seng Period
- Famous Samurai Samurai Culture	Honda Yoritoshi Yoritoshi was the second son of Shogun Tokugawa I.	

THE LAST WORD ON SAMURAI

THE WORLD'S BEST WARRIORS? MAKE UP YOUR OWN MIND...

If you're anything like our friend at www.realultimatepower.net then you probably think ninjas are the coolest thing since ice-cubes. But samurais are no less cool just because they don't run about in black jim-jams poking people with sticks. If you want to learn more about the legend of the samurai, then head on over to <http://www.samurai-archives.com> where you can read everything there ever was to know about them. The site gives you detailed information about the most famous samurais that ever lived, the world in which they worked and the battles they fought in. If you want to be super-fancy and impress your mates, you can even learn about the different Samurai family crests, so the next time you watch *Seven Samurai* you can point out all the mistakes. And doesn't everybody just love those people?

"NINJAS FLIP OUT AND CHOP HEADS OFF ALL THE TIME. SWEET"

CUBE VERDICT SAMURAI JACK

SHALLOW AND REPETITIVE GAMEPLAY



VISUALS

Although colourful, it doesn't look like the TV show.



AUDIO

Great, sweeping score and voice acting from the show's cast.



GAMEPLAY

Hack, slash, hack, slash until your thumbs drop off. Tedious.



LIFESPAN

Longer than one episode of the show, shorter than three.



ORIGINALITY

Nothing original here. It has all the platform staples.

ALTERNATIVE

Take on the world as the Wolverine, possibly the toughest mutant in town.



X-MEN 2: WOLVERINE'S REVENGE

Reviewed: Issue 24

CUBE Rating: 7.0

2ND OPINION

KERCHING! "I so wanted to enjoy this. But although a few elements are sweet, the sub-*Lord Of The Rings* hacking and repeating enemies are so dull."

TIM

FINAL SCORE

6.1

LIKE AN OVERLY MILKY COFFEE, THIS LACKS ANY KICK



Top of the world baby! Not.

CUBE

INFORMATION

WORLD RACING

PUBLISHER: TDK

DEVELOPER: SYNETIC

PRICE: £39.99

ORIGIN: GERMANY

PLAYERS: 1-2

MEMORY: 17 BLOCKS

STATS

■ ROAM ALL OVER THE PLACE

■ TWO-PLAYER RACING

■ EXCLUSIVE MERCEDES CARS

■ HUGE RACING AREAS



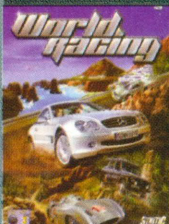
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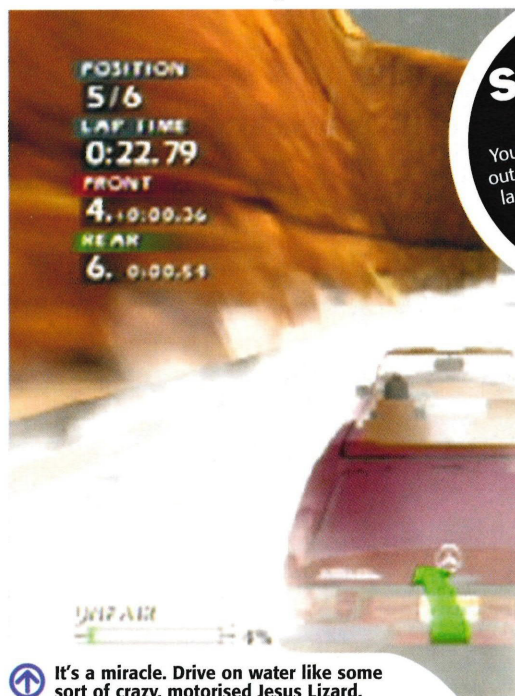
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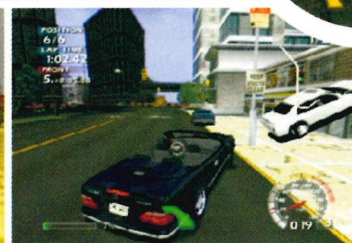
BOUNCY

SCRAPING METAL

You can take one of your cars out for a spin, you know. For a laugh, do an off-road course in a low-riding sports car. Well, it's kind of a laugh, anyway.



It's a miracle. Drive on water like some sort of crazy, motorised Jesus Lizard.



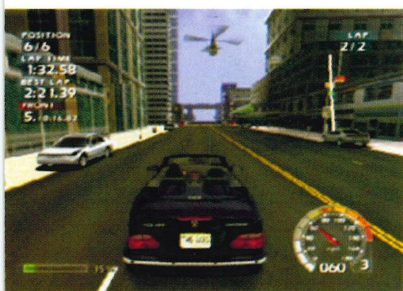
Apparently the whole world is your playground!

AS CONSOLE

gamers, we're not exactly underwhelmed with quality racing games. You've got your *Burnout 2s*, *Mario Karts*, *F-Zeros*... and that's just on the GameCube. So you have to wonder why publishers bother releasing their product unless they know it's going to make a mark. Looking at *World Racing* they must know, deep down in their hearts, that this just doesn't cut the mustard. Heck, it doesn't even spread it about the plate in a vain attempt. *World Racing* is one of those games that you're only ever going to play if you're on the receiving end of an unfortunate gift from a doddering auntie, or it's the only choice left in one of those 'two for three' games offers.

The idea of *World Racing* is very confusing. On the one hand, you've got a slew of races to take part in with the idea of winning more cars and tracks – the structure of any racing game you could care to mention. To offset this generic composition the developers have included the freedom for you to stray off the track to an alarming extent. You see, every race circuit is part of a bigger landscape, and in certain modes (you can do it during races too, but there's no point) you can wander off and explore to your heart's content. If you've ever played a racing game and wanted to drive to the city or mountain in the background (this was a particular dream in many old 16-bit games), then you've finally got the chance, but what's the point? There's nothing to see. It's a

nice idea, but why would you want to drive around a city with no other cars or pedestrians – no life to speak of? Even the cows in the fields don't wander around grazing. They just stand there allowing you to drive through them (yes – 'drive through', not 'mow down'). It's boring, and the world is featureless. You'll get mildly excited upon finding what appears to be a secret tunnel burrowing through a mountain in Area 51, but it just leads onto another road. It's a quick example of how boring the exploration is. It's not even as if the environment looks nice, so you at least get the pleasure of that. It's like a massive N64 game, with blurry textures and a framerate to match. Never trust a game that has a framerate you can count on one hand.



Cruise down the autobahn and check out the talent.

WORLD RACING

SMASHING DRIVE: Unlike most games, if you crash you'll see visible damage appear on your car. Although never extensive. Where else can you smash up a Merc for fun?



⬆ And I think I've seen everything, when I've seen a pink Merc fly... erm, drive. Damn.

⬆ Yeah! Wicked! Off-road, let's go. Get ramped.

The actual racing element isn't too hot either. Aside from the large amount of Mercedes cars available (this is the only car manufacturer in the game) there isn't anything here that's not been done before, and in a better fashion. The vehicles feel weighty when turning into corners, which is nice, but as soon as you're in the air everything goes wrong and you f-l-o-a-t back down to earth, in all probability causing 5% damage to your chassis, no matter how far you've fallen. Instead of racing you can also take part in special challenges that ask you to perform tasks like racing through checkpoints in order to reach a mountaintop and these are much more fun than the usual racing options.

The other issue in *World Racing* that must be raised is the interface. Now, we all know that nobody reads the instructions when they buy a game – you just slap the disc in and get on with it. Good luck with that if you get a copy of this though. Christopher Columbus would have a hard time navigating these menus. They're so frustrating it's difficult

to explain what's wrong with them. The 'news' option that tells you when you've unlocked something is split up according to the race mode you're in, you can't tell where you are, it's too wordy... there just doesn't seem to be any structure to it. You'd have more luck poking your eyes out and trying to cross a spaghetti junction on foot than successfully entering a race using your car of choice in *World Racing*. And did we mention the excruciating length of time it takes to load anything, including the pause menu?

We wanted to like *World Racing*. The idea of cruising around in top quality cars, exploring a large world on and off road is nice, and the Xbox version that came out a while back was a good distraction, but this port is really, really bad. The framerate is atrocious, the graphics are blurred and squashed, and it's just a chore to play. This isn't worth your time unless you're a total fanatic, and even then, well... no.

GARY

BUGGY BOY

WATER, WATER EVERYWHERE

This game is full of bugs and we're not talking about the cool eatingeachotheraftermating kind. Nope, we're talking about the boring makingyouturnoffyourGameCube kind. For instance, sometimes, after dropping off of a cliff and landing in the sea you'll be able to drive around on the ocean floor, with no alterations to the way your car handles, and other times you'll be able to 'do a Jesus' and drive around on the surface of the water. On other occasions you can jump off a mountain and land on what appears to be a field outside the level boundaries. Everything will go black and if you're anything like us, you'll get really scared and turn the GameCube off. The best thing of all though is when you ram a parked car, and it flies into the air, taking its shadow along with it, as if it's tacked onto the bottom with glue. Most odd, but funny looking.



⬆ Whatthehell!! Now where are we? It's black. BLACK!

"WHY WOULD YOU WANT TO DRIVE AROUND A CITY WITH NO OTHER CARS OR PEDESTRIANS?"

CUBE VERDICT WORLD RACING

⬆ A SCRAPPY, BORING RACER



VISUALS

Small models, boring geometry, fuzzy textures...



AUDIO

Adequate engine noises backed by the Ministry of Sound. Great.



GAMEPLAY

If you're the collecting sort, reasonably addictive but very tough.



LIFESPAN

The single-player is challenging, and there are multiplayer options too.



ORIGINALITY

A blend of *Grand Turismo* and... every other racing game ever.

ALTERNATIVE

More arcadey, but it's just so much fun that it can't be ignored. Fun is where it's at.

BURNOUT 2

Reviewed: 19



CUBE Rating: 9.3

2ND OPINION

MOO! "Look at me I can drive through a stationary cow. One to be played with your finger poised over the off button."

TIM

FINAL SCORE

5-0

A DULL RACER THAT'S ALSO REMARKABLY UGLY



CUBE

INFORMATION

PSO EPISODE III C.A.R.D REV.

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-2

MEMORY: 17 BLOCKS

STATS

500 CARDS TO COLLECT

ONLINE GAMEPLAY

TWO-PLAYER OFFLINE MODE

PLAY AS LIGHT AND DARK SIDES



OUT NOW



OUT NOW



OUT NOW



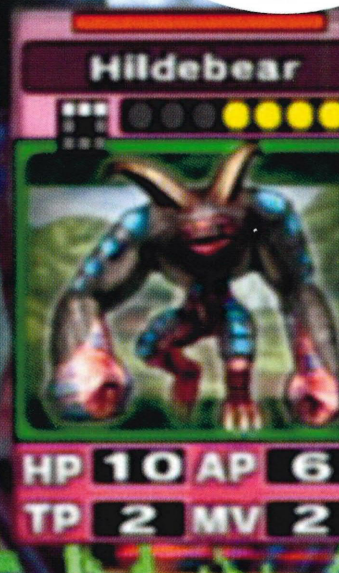
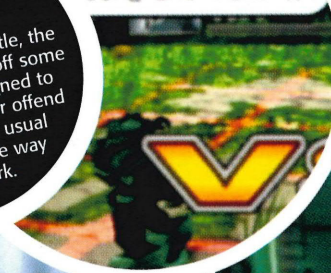
Aces high

GIBBERISH!

SAY WHAT?

Before entering a battle, the computer will spout off some claptrap that's designed to either intrigue you or offend you. However, as usual the designers are way off the mark.

gonna
now, huh? Listen to
song and wake up!



Everything you need to know about a Hildebear is on that card there. He's good, but costs a lot of energy points to use.

PHANTASY STAR EPISODE III C.A.

It's spelt FAntasy, goons!

PHOR MANY

console gamers, *Phantasy Star Online* was the game that really kicked off internet gaming phor the masses. Yes, you may argue that PC gamers had been doing it phor years, but getting the Dreamcast online didn't involve staying on hold phor [enough! – Ed] hours while looking at the pictures of Connie plastered all over your free AOL disc. It was simple, easy and elegant. As all things should be. So there we had it – an online infrastructure that allowed even the most computer illiterate users to log on and start playing with people from all over the world. But then – shock! Horror! It collapsed under the weight of hackers and... and... all types of unsavoury fellows.

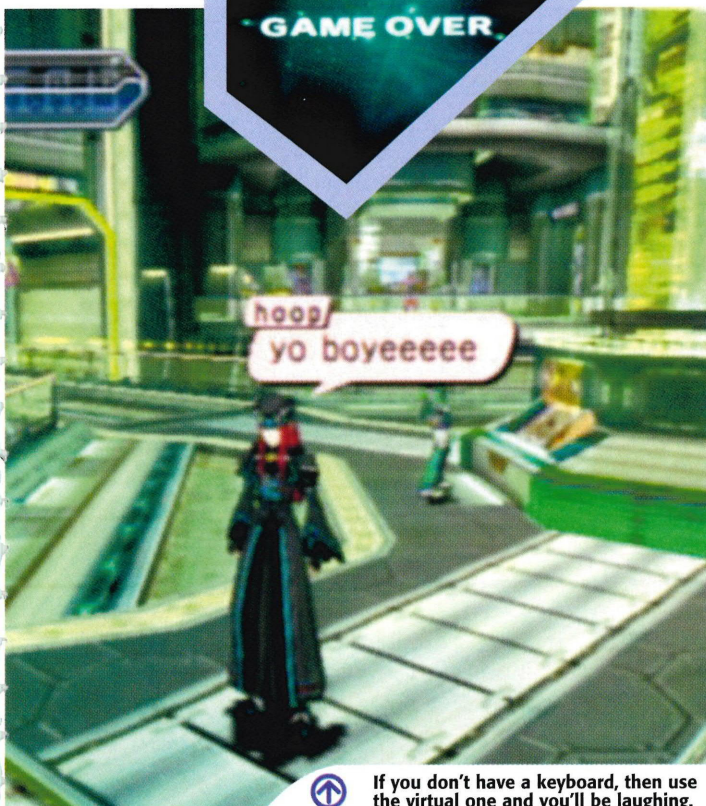
But then what else would you expect from a microcosm of modern society? People wised up and still carried on playing the game, but then something else happened. Something worse. Something... disastrous. The Dreamcast took one last breath and flopped onto the floor, floundering as the PS2 began to take a hold on the world (luckily a child's foot didn't come stamping down onto it, thus saving us from drawing conclusions to this being the perfect metaphor for life.)

Some years on and we're now faced with a sequel. We've followed the development of this title for some time now, and one worry that's been on our mind has been the pace of the game. The older *Phantasy Star Onlines* were fast and slick, and we loved that. This pace, along with the style of the world you fought in and the characters you played as (or rather, your avatars) were a million miles

away from the usually stagnant online multiplayer games we'd seen up to that point, but unfortunately, it seems that with the case of *Episode III*, Sonic Team has taken a step back. Granted, with cards being the crux of the game mechanics, things were never going to move at light speed, but surely things could have been sped up a little? (We realise that we're jumping ahead of ourselves here and have failed to draw you into this editorial with a gentle introduction laying out the pros and cons of each aspect of the game, but hey – what else is new?) It seems that every single element of the gameplay takes forever to execute. Drawing cards, the animations that follow, even moving around the levels. It's just unbelievably slow.

But before some rant begins, let's get to how things actually work. For once, we actually have a story that's set in and around the terraforming of a

YOU'RE DEAD, DUDE: Unlike the original online *Phantasy Stars*, when you die you're given two cards but you're booted back to the title screen.



"IN A DEPARTURE PHROM THE NORM, THE OFFLINE MODE IS ACTUALLY WORTH WELL PLAYING"

R ONLINE R.D REVOLUTION

planet, carried out by the good folk on board Pioneer 2 – a starship that acts as home to a vast number of refugees. You can play as the good guys or the bad guys (but who's to say one faction is right and one is wrong when it comes to what is essentially the decimation of an entire ecosystem...) and the basic idea is to carry out missions. Although in your briefing these range from investigating ruins to taking down bosses, these descriptions are superficial. All you do is beam on down to a grid and duck it out with a number of enemies using your cards. Or as they're referred to in this game C.A.R.D.s – a technology that allows weapons, creatures, skills and items to be stored in card-sized devices.

What we like about this game is that in a departure from the norm, the offline mode is worth well playing, and the story deals with

issues that we're only used to reading about, or seeing in films. This isn't a revolution, but it's certainly more mature than the majority of storylines we're 'treated' to in most games that masquerade as being profound. But still, this is no *Crime And Punishment*. On the other side of the coin, because you're playing a competitive game, the online aspect isn't so reliant on a community spirit like the previous games, but then the Hunter's Licence that you purchase to access the online lobby can also be used with *Episodes I and II*... how good is that? For the gamer who likes their *Phantasy Star*, this caters for every whim. But we do have problems with the most important thing we're supposed to be discussing. The gameplay.

We'll happily concede that as far as card games go, this is pretty open-ended. Because there are so many cards, and a multitude of

SMILING PHACES

PHANCY HAIR

Before you enter the world of *Phantasy Star*, you have to create the avatar that will represent you in the game. Although when in battle you control a variety of characters of different classes (these classes define what kind of skills and weapons the contenders can use, an example being the force characters, who can only use magic and staff weapons), your main avatar still has a class. You can also change the character's appearance, setting the tone of their skin, the colour of the clothes they wear, and even their body proportions. We were hoping for a huge addition to the available features, but it seems that we've got the same choices we had on the Dreamcast versions.



⤴ We're of the opinion that red hair looks foxy.

⤴ She could do with sorting out her posture though.

CHARACTER SELECT

HUmar
HUnewearl
HUCast
HUCaseal
RAMar
RAMarl
RACast
RACaseal
FOMar
FOMarl
FONewm
FONewearl

HUNTER

Please select the character you are going to use in Episode III. You will chat and move in the Lobby and Morgue using this character.

⤴ You character class defines what skills they can use in battle.



⤴ He might not be able to use tech skills, but who cares – he's a robot! Big, burly... death in a smart black casing. Sweet.



"ONE OF THE TEAM ACTUALLY PHELL ASLEEP PLAYING PHANTASY STAR!"



Who cares who it is! He's about to pull some cards out on your ass!

CONTINUED

ways of combining said cards into attack and defensive tools, you're never short of tactical options to flirt with. Though it has to be said that whereas playing as the heroes gets you access to weapons, the Dark Side folk can instead summon monsters, which makes things far more tactical... and hard. Dark Side all the way! This is what makes it such an addictive game. After a battle – whether you win or lose – you're always wondering how you could improve your score at the end (you're graded with an E, D, C, B, A, S), how your game could be more elegant and whether you're in danger of sticking to a predictable style. *Phantasy Star III* has this in spades – and it's this aspect that we like. A lot. But when the actual battling is so tiresome, can this save it? We think that unless you're a serious chatroom addict who likes to play the odd card game, it doesn't. We're aware that this is more ammo for the popular 'CUBE hates Sonic Team!' bandwagon that we keep seeing ride past from the office windows, but we're being honest here. The battles are sometimes fun, but usually they're slow. So, sooo slow, and uneventful to boot. Most of the enjoyment comes from collecting the

various cards, in trading them in and in working out new tactics. But you can do this in real life you know! It's much cheaper, and you at least have cards that you can show for it. Hell, this reviewer plays poker, and after spending a day in the office playing *PSO III*, far more fun was had in the ancient, simple game that didn't require fiddling about on a console when it's lovely and sunny outside. And get this – one of the team actually fell asleep playing *Phantasy Star*! Admittedly it was very warm and cosy... and he did have a late night, but still... would you want to play a game that cost you £40 that comes with this dubious honour? 'Come play *Phantasy Star*! Just don't lie down when doing so!'

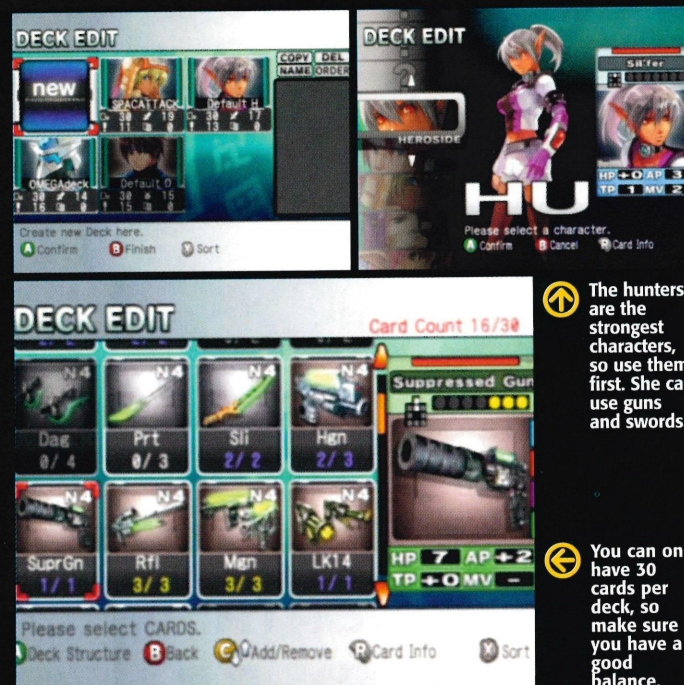
We know that some people will love this, no matter what. *PSO* has such a huge following, and rightly so – the other games are nothing short of brilliant. However, this sequel isn't as approachable. We also get the feeling that you already know if you'll like this without reading the review. So what are you waiting for? Go and get it! Think about it though... do you like card battles? Do you like online adventures? There's your answer.

GARY

HIT THE DECK!

IT'S ALL IN THE EDITING

As you gain more and more cards from trading, winning in battle or even buying, you're going to spend a lot of time in the editing suite. Here you can fiddle around with your decks (each character has their own), taking out and replacing useful cards. The thing to remember is to strike a decent balance of attack, defensive, support and magic cards, and not over-specialise. It's also tempting to just slap in all of your high-energy super cards, but keep in mind that sometimes it's useful to have a simple set of daggers. After all, they'll take off six hit-points, and they only cost one energy point to use... balance is the key.



The hunters are the strongest characters, so use them first. She can use guns and swords.

You can only have 30 cards per deck, so make sure you have a good balance.

CUBE VERDICT

PSO EP. III C.A.R.D REV.

TIRESOME CARD-SWAPPING



VISUALS

Faultless. Not all that great technically, but the style is so good.



AUDIO

Grand, sweeping epic tunes with a sci-fi sparkle.



GAMEPLAY

It's card-battling. You hate it or love it. Right?



LIFESPAN

Loads to do offline, and the online aspect is huge.



ORIGINALITY

Certainly fresh for the *PSO* franchise.

ALTERNATIVE

Turn-based gladiatorial combat with a tactical edge and more interactivity.

GLADIUS

Reviewed: Issue 26

CUBE Rating: 6.5

2ND OPINION

PHARCE! "Cards suck. But there's levelling up which is always fun. But it's sooo slow. Yawn, where's my pillow?"

TIM

FINAL SCORE

6.0

A GOOD ENOUGH CARD GAME, BUT WE PREFER GLADIUS

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chart tones

TITLE/ARTIST	MONO	POLY
YEAH-Usher	40638	412259
SINGLE-Natasha Beddingfield	40942	412519
F*** IT-Eamon	40844	412405
AIR HOSTESS-Busted	40983	412575
MY BAND-D 12	40909	412463
LEFT OUTSIDE ALONE-Anastasia	40837	412396
THIS LOVE- Maroon 5	40980	412570
IN THE SHADOWS-Rasmus	40854	412553
FIT BUT YOU KNOW IT- The Streets	40996	412589
NAUGHTY GIRL-Beyonce ft Lil Flip	40839	412399
TOXIC-Britney Spears	40648	412280
IT'S MY LIFE/BATHWATER-No Doubt	40194	411894
DUDE-Beenie Man	40671	412261
STACY'S MOM-Fountains Of Wayne	40650	412333
YOUR GAME-Will Young	40741	412364
SHUT UP-Black Eyed Peas	40153	411780
SOMEBODY TO LOVE-Boogie Pimps	40272	411903
GIVE IT AWAY-Deepest Blue	40533	411872
THESE ARE THE DAYS/FONTIN'-Jamie Cullum	40701	412311
OBVIOUS-Westlife	40527	412178
I MISS YOU-Blink 182	40614	411157
SOMEWHERE ONLY WE KNOW-Keane	40633	412243
IN THE MIDDLE-Sugababes	40856	412417
LOVE REVOLUTION-Phixx	40656	411567
LEAVE RIGHT NOW-Will Young	40098	411755
ANOTHER DAY-Lemar	40620	412254
MUST BE LOVE-FYA feat. Smujit & Predator	40631	411887
GOD IS A DJ-Pink	40024	411682
JUST FOR YOU-Lionel Richie	40702	412312
MILKSHAKE-Kelis	40672	411170
IF I CAN'T/THEM THANGS-50' Cent/G-Unit	40663	412281
LIFE FOR RENT-Dido	40155	411782
LOVE YOU LIKE MAD VS	40639	412260
TOO LOST IN YOU-Sugababes	40261	411888
CLUBBIN'-Marques Houston	40780	412334
FOUR TO THE FLOOR-Starsailor	40637	412257
WHERE IS THE LOVE?-Black Eyed Peas	53283	411073
THE WAY YOU MOVE-OutKast feat. Sleepy Brown	40672	412294
POWERLESS (SAY WHAT YOU WANT)-Nelly Furtado	40433	412068
SO CONFUSED-2play feat. Raghu & Jucxi	42255	411692

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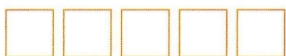
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CUBE

ISSUE THIRTY THREE



We've been everywhere, still we're standing tall, we've seen a million faces, and we've **CUBEd** them all

YOUR LETTERS

VIEWPOINT

96 Write us a letter. All you need is a piece of paper and some words to put on it. It's as simple as that!



FORUM FRENZY

98 Another meaty waft of ramblings burped up by the totalgames.net forums over the last four weeks. Come find yourself.

CHEATING MONKEYS

104 The monkeys have been bad this month so we had to slap them. We were going to spank them, but you can get in trouble for that at work.



BEAT THE WORLD

100 We're starting to think that maybe you aren't very good at games. Or maybe we should have put *Need For Speed Underground* in.

ADVANCE

120 Sonic in good game shocker! Yep *Sonic Advance 3* is pretty good fun: see we don't hate him. And you can relive the glory days with the old MegaDrive game – *Shining Force*. Only portable!

DIRECTORY

122 We have reviewed many games in **CUBE**. All shapes and sizes, good, bad and insufferable, and we keep every single one of them right here.

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GUIDES

BEAT THE WORLD
So you think you're good at games do you, big boy? Well let's see how good you really are.
100



108 Snag every last one of those infuriating little monsters with the help of our complete guide to the ultimate Poké-party

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Missed a copy? Shame on you! Better check this here, then...
128

CUBE

ISSUE THIRTY THREE

VIEWPOINT

SO MANY LETTERS, SO LITTLE TIME. ONLY A GOOD ONE, CAN STOP US ON THE DIME

Can't find your **CUBE**? Weird, you can pick them up in Greece along with some couscous, yoghurt and a few goats.

GET IN TOUCH

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RANT ON!

EVERY LITTLE HELPS

➔ I just want to say well done on a very well presented and well-written magazine. I buy your magazine every month and have every one since the launch of the GameCube.

Over the Easter holiday I was due to buy another copy of your magazine, and was looking forward to getting it, watching the free DVD first then reading what games I should start saving for next. Over the holiday I was driving to my brother's and I thought I would buy your magazine from a shop on the way like a service station, or possibly from his local supermarket (I won't name it but Basil Fawlty's wife is in its adverts). Stopping in the service stations was a disappointment: no **CUBE**, and the supermarket: no **CUBE**. I was beginning to get upset.

I always buy my lovely copy of **CUBE** from the excellent WH Smith (I'll name this place because it deserves it), but there are none near where my brother lives, and in all

fairness it's not that close to me, but it is worth the drive to get one. I couldn't get a copy of **CUBE**, and was nearly a week late buying it (sorry guys), but it was worth it when I got my hands on it.

I just want to ask, why is the best GameCube magazine not on sale in supermarkets and more local shops? I can always find the official Nintendo magazine, but I like honest reviews and a free DVD, not key rings and life size posters of Pokémon or Mario (not that don't like them, but really!).

I know what you are all thinking... don't worry I had a good time at my brothers, but it just wasn't the same without **CUBE**.

JAMES, MANCHESTER

CUBE: Well we would like to think that maybe **CUBE** is whipped off the shelves so quickly that copies become rare and collectable. Grab a pen or a phone and turn to page 33. Subscribe! It'll be delivered to your door (actually

just inside your door, under the letterbox), it's a bit cheaper and you won't have to leave your house using the thinly veiled excuse of visiting your brother. Everyone's a winner.

TIMMMMEHHHH(S)

➔ Hi Tim. First off, what a great name you have! Secondly, your reviews are the best ones in the mag! And the way you 'bully' Gary is just hilarious! Keep it up (but watch out for his mummy).

Ok here's the deal. If you put my name in the mag (anywhere) I will pay you very well! Like in biscuits or chocolate or something. Not money coz I'm only a student and you know how it is.

If you just stick my name in the mag ANYWHERE, I will be very, very grateful, coz I haven't had any of my letters printed (I blame Gary), and I love your shades!

Cheers!

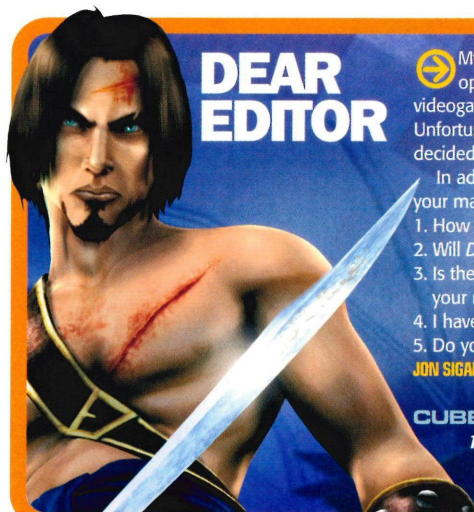
TIM RAYERS, READING

BITCH SLAPPED!



➔ So Gary, you don't like *SSBM*? Traitor. I bet you were the one who put the score down to 8.3 as well! Well, seeing as I'm a freelance writer for a website, we could go against each other in the game as representatives of our respective outfits. That will settle it. What do you think? I'll go as Fox. Oh, and L-O-S-E-R if you don't print this letter. FRAZZLE, VIA EMAIL

CUBE: Gary says: Too right I don't like it – pointless button bashing rubbish. And I bet the only reason you like it is because you can take a peek under Peach's skirt. I would challenge you to a game, but as a rule I only play decent ones. So there.



DEAR EDITOR

My name is John Sigalas and I am from Greece. This is the first time I try to express my opinion to such a magazine, therefore you must forgive any grammar mistake! I go in for videogames since 1993, when I was 5 years and I bought a GameCube three months ago. Unfortunately we don't have an exclusive magazine for GCN in Greece. That's the reason I decided to look for one and (lucky me!) I discovered yours at a store.

In addition I would like to say that you are doing a very good work and I was impressed with your magazine the first time I read it. Now I have some questions I need answered.

1. How can I get Ocelot's and Ninja's dog tags in *Metal Gear Solid*?
2. Will *Donkey Konga* come to Greece?
3. Is there any chance you might include a mini disk full of playable demos in monthly basis in your magazine?
4. I have finished *Prince Of Persia* but I can't unlock the old version. Why?
5. Do you know where the 12 artefacts in *Metroid Prime* are?

JON SIGALAS, NIKIA PIRAEUS

CUBE: Cool you can pick up **CUBE** on your holidays. 'Answers' to the questions:

1. Ye cannae 2. Dunno 3. Nope

4. After you get the sword that breaks walls, go through the cavern until you get to a lever and break the wall north of it. Go into the passage. 5. Yes.

CUBE: Tim says: Cheers matey boy. So now that you've got your name in print I want a multipack of Hula-Hoops, the extra large ones if you can find them. If anyone else wants to bribe me with crispy snacks (and maybe some dip), youse can write or email me. God I'm hungry.

EH? WHAT'S YOUR POINT?

I've been a fan of Nintendo from the beginning from the NES to the GameCube I even invested into every Game Boy that came out. And I have noticed that the GameCube doesn't have the sort of appealing games it can handle. For instance ever played *Devil May Cry* on the PS2? I haven't, but only to watch a friend play a game that wouldn't even touch the GameCube. Annoys me to extent that I might buy a curse which I shall play only a few games on. I love RPGs and looking forward to *Tales Of Symphonia* and I've heard of a *Megaman* RPG. *Megaman* being a great franchise and others especially Mario and Luigi and even though I think there is no better, they still need to have a tougher image to compete with the other consoles. And it really gets me angry when I stand up for Nintendo against my friends and I get kicked to the curb with questions I can't answer.

You may think I'm a gaming nut and I am, Nintendo is at the top in my mind, but it needs bucking up for its own sake otherwise no third party producers are going to give Nintendo consent for new games. I really don't mind if you chose not to publish this. All I ask is for a small itsy bitsy weenie segment on *Tales Of Symphonia* at least. I find your mag a laugh and I'd rather not buy any other, just keep me interested and I shall be happy.

ANON, VIA EMAIL

PS My friend thinks that cel-shaded games are rubbish, even *Viewtiful Joe* which I couldn't stop playing until of

course I got stuck, what do you guys at **CUBE** think?

CUBE: Umm, yeah *Viewtiful Joe* is great. We reviewed the Jap version of *Tales in Issue 25* and it doesn't come out in America until 13 July. We've all played *DMC* – you say you haven't, just watched it? Your sentence structure is all messed up. And what questions can't you answer? Hope they're not kicking you to the curb in an *American History X* stylee. Anyway the GameCube has loads of games it can handle, the very fact it loads them is proof.

FENG PHOOEY

Although I am an avid reader of your great mag and an owner of this much underrated games console this letter hasn't much to do with either. I am writing to find out if the Dreamcast games pods lurking in a picture on page 64 of Issue 31 are still readily available and if so how much? I cherish the memories of *Soul Calibur* (the most playable version), the original *Ikaruga*, *Samba Di Amigo*, that great chat room that was *Phantasy Star Online* (no, really online) and a myriad of other original and again underrated titles. Yes one of those would look great in my bedroom (I'm 34, married with two children) maybe I should grow up, nah, been there done that, got the fat stomach to prove it! Just as important can I get hold of a GameCube pod just to balance out 'Feng Shui' style the overall ambience of the room, ahhh heaven.

MATTHEW, OLDHAM, LANCS

CUBE: Lord knows how those pods came about, they're just there. No one uses them, even the Xbox one, but we doubt we could sell them. Anyway you should stop playing games and lose the stomach, otherwise your wife will leave you for her handsome tennis coach and you will be left alone in a room with the

curtains drawn crying about how you wasted your life – all she wanted was a bit of attention. Still at least you'll have your GameCube, right?



IT'S A QUANDRY...

Many thanks for the *RE4* feature and footage. There was one factual error, however, which I'm sure I can't be the only *RE* geek to have noticed. Sherry is the president's daughter? Not according to *RE2* – there she was the daughter of William Birkin. Are Capcom messing with the mythos to fit the new game? Let's hope not...

DARREN FRANCIS, VIA EMAIL

CUBE: Hmm, yes *Sherry Birkin* is definitely *William's* daughter in *RE2*. But the *Capcom* press release states something... ah sod it lets blame *Chandra* – he wrote it. *Chandra* says... "read this month's *RE4* In-Depth... I've kind of explained it there."

WHY DON'T MY TEXTS GET PUBLISHED?

CUBE: We never get them.

IS THERE ANY CHANCE OF A RUGBY GAME 4 GC?

CUBE: A chance yes. A good one... no.

WHEN'S WIFE DAY OF RECKONING COMING OUT TEXT BACK WIT ANY MORE INFO

CUBE: You think we've got time to answer every text personally?

ARE NINTENDO THINKING OF MAKING A SEQUEL TO DIDDY KONG RACING

CUBE: No.

I'VE JUST MOVED TO A NEW HOUSE AND MUST CONGRATULATE THE LOGITECH FORCE FEEDBACK WHEEL FOR CONVERTING MY HOUSEMATE KIERA TO THE WAY OF THE CUBE :D

CUBE: Not *Metroid Prime*, Not *Wind Waker*, but a steering wheel...

CHRIS WALLACE (ISS 24) IS AN IDIOT, TAILS IS SUPPOSED TO SOUND LIKE A KID AS HE IS ONLY 8. FOOL...

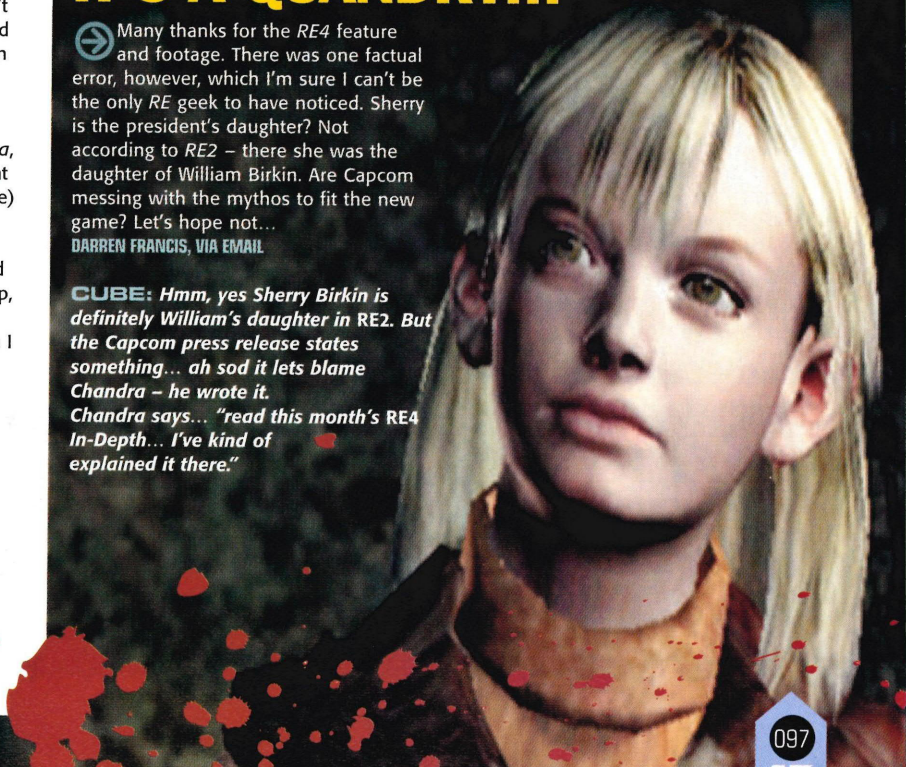
CUBE: Eight in fox years, which makes him about 36.

COR THE CUBE TEAMS FITNESS FACTOR HAS GONE UP 200 MILLION PER CENT. I WANT LIZ.

CUBE: She's needed in the office, but she does have an identical twin sister if that's any good to you.

IT'S TUESDAY TODAY. IN A FEW HOURS IT WILL BE WEDNESDAY. FACT.

CUBE: When you're right you're right.



CUBE

ISSUE THIRTY THREE

FORUM FRENZY

WHEN THERE'S NOTHING for you to do in your place of work you may find yourself watching your dominant hand crawl across the desk, taking hold of the mouse and start clicking on to your favourites. Don't stop it! Just let your subconscious mind take you to a place where your rotting physical form means nothing, and the mental aspect of yourself can mingle with others. It's great.

USER PROFILE...

NAME: Adam Stallard USER NAME: bmxgamer
OCCUPATION: Student
FAVOURITE GAME: Ocarina Of Time

Please comment on why something as irrelevant as gaming plays an important part in your so-called life: "Gaming on the whole isn't of great importance to my life, however enjoyment is.



Without enjoyment life would be a bore. Gaming provides me with the enjoyment I crave. From my first console, the NES, to the present next gens, they have filled my average Joe life with fun and excitement. It's not all about playing the games that's enjoyable – learning about the latest developments and breaking news within the games industry is (almost) as good as playing the newest game from your favourite developer. No matter how old I become and things around me change, I can always rely on gaming to do what it's always done for me in the past, present and future".

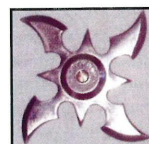
POSTS WITH THE MOSTEST

- 1 'I was listening to Sonic Youth's Four6 (which is about 30 minutes) in the dark and I completely lost my time sense and fell over.'
Third Eye
- 2 'I hated that. [Super Mario Kart] I could never cope with the "flatness" of the arena. "WHY CAN'T I DRIVE OVER THIS BIT OF FLOOR?!"
Pathetic game.'
Android18a
- 3 'They allowed Sonic Heroes and that's the most offensive thing I've seen in years.'
Dr. Drake Ramoray
- 4 Subject: If the world was going to end in three hours, what would you do?
'I think everyone is forgetting something very important. Superman. Do you really think he would let that happen?'
Modo Komodo



HONOURABLE MENTIONS

Darth Vader for being a dab hand at google image search, MarioBunshine for making us laugh, mallorn for trashing NTSC TV signals, cutnymilk, because we tried and we couldn't, feltmonkey for asking the ultimate GBA question (on the go or on the bog?), and The Inspiration for being man enough to say sorry.



HOT TOPICS...

BURNING LIKE PETROL

Everyone is very excited about the new GameCube peripheral... why is CUBE called CUBE... and then there was the whole Tim Empey fan club thing, bizarrely not actually started by Tim himself.

The Tim Empey Fan Club
#376573 - 26/04/04 07:55 PM

Why does Tim deserve a fan club, is able to both spell and use the w to games, writes great reviews, an great he is.



YESTERDAY'S NEWS...



FREEZING YOUR ASS OFF

The Stars Catalogue – you will never be quick enough to get anything good.



WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're very lucky, you might be one of those people who have a computer at home.

STEP TWO:

Type the following into the net browser window:
www.totalgames.net then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the CUBE team did it.

General Discussion	Threads	Posts
The official forum for the new adult-orientated, multiplatform videogame magazine, CUBE™. It's taking the UK by storm!	427	5885
All this Star Wars™, all the time... What's what this forum's about. It's not just for the latest Star Wars™ and PC™, as well as the latest games. First someone wants to know what Star Wars™ is, then they want to know what Star Wars™ is, then they want to know what Star Wars™ is...	1006	12095
You've had the team from CUBE on this forum ready to answer your queries and that about everything there. Why not join in?	2867	28558
If you've got something to say about GameCUBE then you've found the place to say it! This forum has the team from CUBE wandering around in the night bump into someone famous!	9990	91790

THREAD OF THE MONTH



Bile, detestation, anger: all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.

Back

Forward

Stop

Refresh

Home

AutoFill

Print

Mail

Address: http://www.totalgames.net

Live Home Page

GameCube

Apple

iTools

Apple Support

Apple Store

Microsoft MacTopia

MSN

Office for Macintosh

Internet Explorer

Author

Re: The New Nintendo Add-On

Author: Whinox

★★★★★

What do you think or want it to be. I got a feeling that it might be something to do with the DS.
A DS player and a touch pad?

Author: The Baker

★★★★★

I was kinda thinking something to do with the interweb, but I suppose that's too much to hope for.

Author: Lifes_a_game

★★★★★

It's probably too late to launch a GameCube online service now but I hope online gaming will be in Nintendo's plans for the N5. As long as it's not anything to do with connectivity I'll be happy. Nintendo spent too much time ranting on about that last year when all people wanted to see was a trailer of Mario 128 but were "treated" to a GameCube version of Four Swords.

Author: The Baker

★★★★★

But connectivity is the way forward, according to Nintendo AND Sony now. Yep, apparently Sony have been throwing around the word connectivity when talking about the PS3

Author: Lifes_a_game

★★★★★

I'm still sceptical, connectivity, in my opinion has been a complete failure for GameCube so far and I can count on one hand the amount of times I've used it for GameCube.
Games like Crystal Chronicles are probably the best examples of it as they are more than a gimmick. Nintendo should include connectivity in their games if they wish but this shouldn't get in the way of showcasing their biggest games at E3.

Android18a

★★★★★

I was thinking maybe a pressure sensitive tablet-type input device... maybe with a special pen or maybe finger-usable...

Author: Nuttey

★★★★★

Nintendo "Live!"

Author: Gooner

★★★★★

Don't know what add on to expect just hope they don't turn up and show Pac-Man 128.

Author: RetroBob

★★★★★

I'd like something as cool as the Eye-Toy.

Author: ApocalypseDude

★★★★★

Or something as cool as Steel Battalion.

Author: _Tim_

★★★★★

Or a tracker ball for Metroid 2, just for the hugely expanded ball rolling bits - just like in Marble Madness!

Author: Zebedee

★★★★★

An American Gladiator style Atlas Sphere for your front room. You hook it up for some interactive Monkey Ball 3.

Author: GCfan

★★★★★

Some new drums for Donkey Konga?

Author: Lifes_a_game

★★★★★

I can see Sony and Microsoft running scared...

Author: Whinox

★★★★★

I'm just a stupid person. It's so simple. The add-on is going to be Mario paint, which wasn't released during the N64's life. It was finished but sadly the DD didn't take off. But Mario paint was meant to be really good.

Author: cutmymilk

★★★★★

Yah but it said it would increase the GC's life.
Now how is a mouse gonna do that?
If I had to put money on something it would be a handheld cube - it would sell bucket loads, probably put the PSP to shame and be small. It would increase the GC's life no end. Games would fly, I tell you. Flyyyyyyyyyyyyyyyyyyy!
Unless it releases a 32x/N64DD style add on, that will just flop.

Author: Whinox

★★★★★

Mario Paint 64DD needed rewriteable software, the SD could come into play. But it would be cheaper using a disk and I will call it drive 128DD. The 128DD is used to make your own movies and entertainment. I.e. connect it to the Internet and show off your films to other people.
You could also design your own backgrounds in games. Put your own faces on characters. For example, all the Pikmin could have the same exact human face, say Bush.
There are games, and you can add, or subtract from it, have more enemies or less. Make them bigger, change the lights. There would be so much to do.

Author: goku_mike_2k

★★★★★

Connectivity has the potential to be a great thing, but a major problem is 3rd party developers because they know that they can develop a class game and not include connectivity and the game will sell just as much as if it did have connectivity but by leaving it they save themselves money and time. So you end up with only Nintendo who will try to do any connectivity which is not a bad thing but the feature is useless unless it is used more often.

CUBE says:

Our bets are on something not half as good as you'd like to imagine, and quite a bit better than your bog-standard add-on thingy gummy. Whatever it is though, we'll know soon enough.

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ABC

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CUBE

BEAT THE WORLD



ISSUE THIRTY THREE

RECORD BREAKER

Keep on sending in your times. We've been impressed by the *F-Zero* ones so far, but we were expecting some of you shooting masters to show how *Ikaruga* is really played!

SIMPLY PLAY ONE of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier! Well, it could, but we have to say that we don't accept bribes (even though we do – especially ones that we can eat).

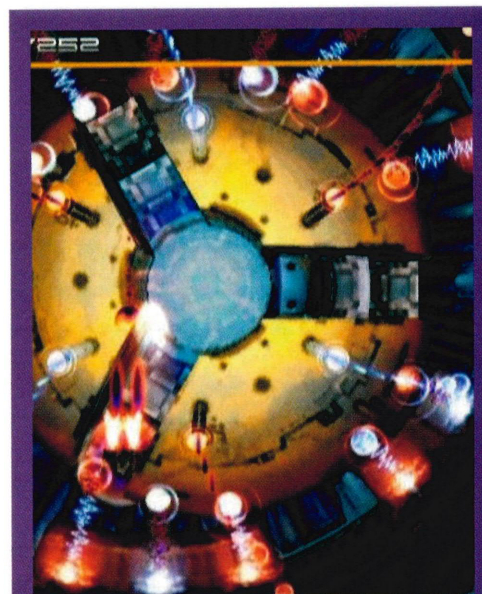
HERE'S THE BORING BIT THAT DOESN'T INVOLVE GETTING YOUR NAME IN PRINT:

- Unfortunately, due to the, er hopefully, large amount of entries, there won't be any prizes. Please don't send us hate mail as it makes us cry.
- No punching, kicking or hitting below the belt.

■ Enter as many challenges as you like and send in bribes at your leisure. That rock we got sent with that letter was nice, but we'd rather have something less sticky next time. Crisps are good, we all love crisps. Cheers.

■ Remember the three Es: Evidence, evidence and, er, evidence. Digital pictures are a grey area, and right now we're only looking at things in black and white.

■ Again, we're sorry to say that we simply can't be funny. Ummm, Chandra is really whack bad at games! See? It just doesn't work. So all that's left to say is: play nicely or we won't.



IKARUGA

Shooting up

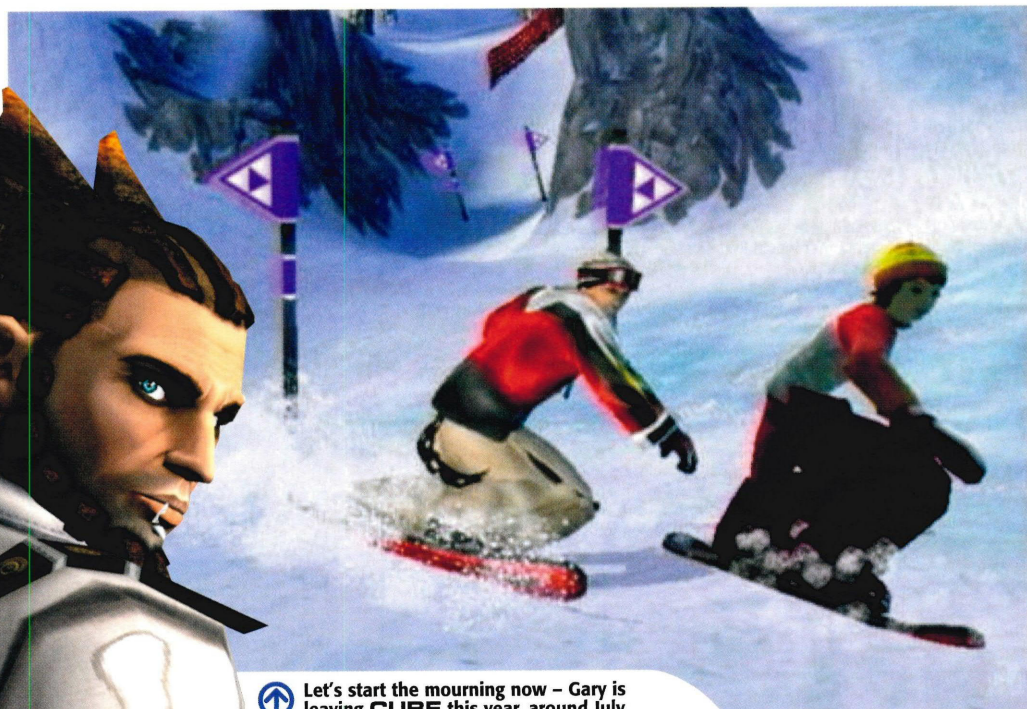
LEVEL SCORE CHAIN NAME

Challenge Mode

Ch 1	–	–	?
Ch 2	–	–	?
Ch 3	–	–	?
Ch 4	–	–	?
Ch 5	–	–	?

Prototype Mode:

Ch 1	–	–	?
Ch 2	–	–	?
Ch 3	–	–	?
Ch 4	–	–	?
Ch 5	–	–	?



Let's start the mourning now – Gary is leaving **CUBE** this year, around July.



SUPER MARIO KART DOUBLE DASH!!

Let's see your best times.

MUSHROOM CUP

Course	Time	Name
Luigi Circuit	1:20:892	Jonas Pettersson
Peach Beach	1:13:176	Jonas Pettersson
Baby Park	1:07:303	Decca West
Dry Dry Desert	1:38:133	Jonas Pettersson

FLOWER CUP

Course	Time	Name
Mushroom Bridge	1:26:348	Jonas Pettersson
Mario Circuit	1:32:863	Jonas Pettersson
Daisy Cruiser	1:46:035	Jonas Pettersson
Walugi Stadium	1:47:322	Jonas Pettersson

STAR CUP

Course	Time	Name
Sherbet Land	1:20:292	Jonas Pettersson
Mushroom City	1:42:476	Jonas Pettersson
Yoshi Circuit	1:50:055	Jonas Pettersson
DK Mountain	1:53:999	Jonas Pettersson

SPECIAL CUP

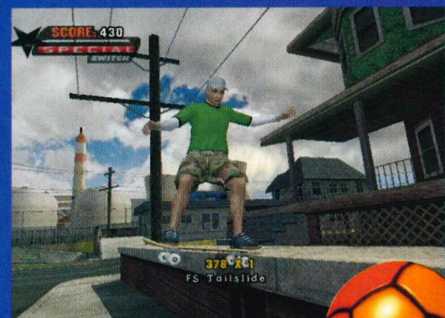
Course	Time	Name
Wario Colosseum	2:11:550!	Jonas Pettersson
Dino Dino Jungle	1:53:592	Jonas Pettersson
Bowser's Castle	2:32:823	Jonas Pettersson
Rainbow Road	3:11:219	Jonas Pettersson



TONY HAWKS UNDERGROUND

Two minutes, top score in each level.

Level	Score	Name
New Jersey	—	?
Manhattan	—	?
Tampa	—	?
San Diego	—	?
Vancouver	4,888,028	Thomas Davell
Hanger	—	?
School II	—	?
Venice	—	?



⬆ He's going to university in Bath to do creative writing.



1080° AVALANCHE

What's your fastest time in Time Trial mode?

EASY

Course	Time	Name
Ski School	—	?
Tenderfoot Pass	—	?
Frosty Shadows	—	?

HARD

Course	Time	Name
Power Threat	—	?
Tree Top Trauma	—	?
Grits N' Gravy	—	?
Trestle Trouble	—	?

EXPERT

Course	Time	Name
Revolution Cliff	—	?
Midnight City	—	?
Rotted Ridge	1'11"65	Chandra
Diesel Disaster	—	?
Sick with it	—	?

EXTREME

Course	Time	Name
Top Tree Mama	—	?
Treble Tussle	—	?
Evolution Riff	—	?
Sid's Night Midi	—	?
Dazzlin' Teaser	—	?
Wit's Thicket	—	?



⬆ Something, we sure you'll agree, he's pretty damn good at already. He should pass easily.

BEAT THE WORLD

RECORD BREAKER



⬆ But the rest of us, you included, will be left bereft.



⬆ No more incredibly funny quotes from the G-Man. No more post-teen grievances with the world, girls, music, everything. No more fried egg and bacon rolls.

⬇ No more arguments about shooters on the Saturn. Or how he spent the weekend playing Halo on Legendary. And how he got rid of his bed to make room for Steel Battalion.



SOUL CALIBUR II

Fighters... ready?

Course	Score	Name
Time Attack ? Standard	2'29"18	G Mulkerrin
Time Attack - Alternative	-	?
Time Attack - Extreme	-	?
Extra Time Attack - Standard	-	?
Extra Time Attack - Alternative	-	?
Extra Time Attack - Extreme	-	?
Survival - Standard	-	?
Extra Survival - Standard	-	?
Extra Survival - No Recovery	47	Jason Foster
Extra Survival - Sudden Death	-	?

BURNOUT 2

Fastest times? Oh, go on then.

Course	Score	Name
88 Interchange	-	?
Airport Terminal 3	0.31.179	Scott Dabell
Airport Terminal 1 & 2	-	?
Big Surf Shores	-	?
Crystal Freeway	-	?
Crystal Summit Lake	-	?
Freeway Dash	-	?
Heartbreak Hills	-	?
Interstate Loop	-	?
Ocean Sprint	-	?
Palm Bay Heights	-	?
Palm Bay Marina	-	?
Sunrise Valley Downtown	-	?



⬇ But worst of all the jokes about his mum will dry up and lose all relevance. It's going to be sad, it's actually pretty sad already. Sniff.



WHAT A PICTURE

WE WON'T BELIEVE IT UNLESS WE'VE SEEN IT WITH OUR OWN EYES



You need to take a picture see, otherwise we won't believe your scores. It's a shame, but that's how the world is.

Right, so you've played like a madman and finally managed to beat one of our challenges – so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

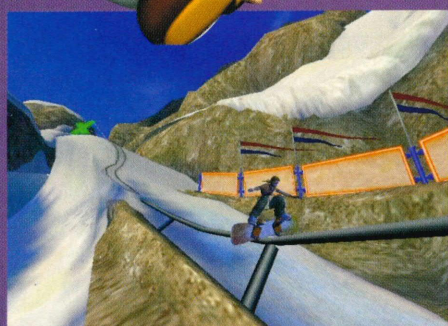
- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash on your camera – the light from the TV will be more than enough to illuminate the picture, and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned – photos sent by email are NOT acceptable, as they can be doctored in any paint program. People who use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we will NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us - no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



SSX

Hit your peak with Miles.

PEAK 1 SCORES:

Course	Score	Name
R&B	1093421	George Mulkerrin
Crow's Nest	87036	Miles
The Junction	542131	Miles
Happiness Jam	412100	Miles
Peak 1 Jam	389998	Miles

PEAK 2 SCORES:

Course	Score	Name
Style Mile	565595	Miles
Launch Time	129495	Miles
Schizophrenia	670312	Miles
Ruthless Jam	244292	Miles
Peak 2 Jam	639091	Miles

PEAK 3 SCORES:

Course	Score	Name
Kick Doubt	345476	Miles
Much-2-Much	181505	Miles
Perpendicularous	744798	Tim
Throne Jam	244258	Miles
All Peak Jam	1288168	Miles

F-ZERO GX

Top times in each course please.

RUBY CUP

Course	Time	Name
Mute City: Twist Road	00'48"748	Arif Saddiq
Casino Palace: Split Oval	00'54"742	Arif Saddiq
Sand Ocean: Surface Slide	01'35"760	Arif Saddiq
Lightening: Loop Cross	02'09"009	Adrian Green
Aeropolis: Multiplex	02'00"133	Arif Saddiq

SAPPHIRE CUP

Big Blue: Drift Highway	00'58"291	Arif Saddiq
Port Town: Aero Dive	02'13"561	Arif Saddiq
Green Plant: Mobius Ring	01'32"162	Arif Saddiq
Port Town: Long Pipe	Your time here!	?
Mute City: Serial Gaps	01'21"188	Arif Saddiq

EMERALD CUP

Fire Field: Cylinder Knot	Your time here!	?
Green Plant: Intersection	02'27"478	Arif Saddiq
Casino Palace: Double Branches	Your time here!	?
Lightning: Half Pipe	Your time here!	?
Big Blue: Ordeal	Your time here!	?

DIAMOND CUP

Casino Terminal: Trident	03'01"344	Arif Saddiq
Sand Ocean: Lateral Shift	1'46"469	Nick Gallagher
Fire Field: Undulation	02'03"916	Arif Saddiq
Aeropolis: Dragon Slope	02'48"202	Arif Saddiq
Phantom Road: Slim-Line Slits	Your time here!	?

AN CUP

Aeropolis: Screw Drive	00'53"361	Arif Saddiq
Outer Space: Meteor Stream	01'26"288	Arif Saddiq
Port Town: Cylinder Wave	Your time here!	?
Lightening: Thunder Road	02'58"673	Arif Saddiq
Green Plant: Spiral	03'29"622!	Arif Saddiq

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'36"327	Arif Saddiq
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CUBE

ISSUE THIRTY THREE

CHEATING MONKEYS

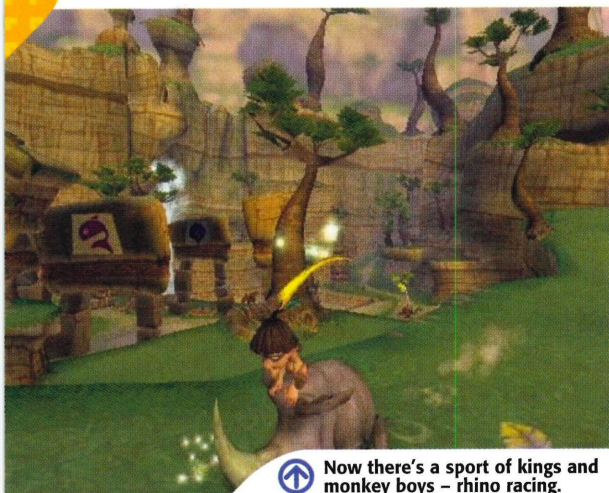


Isn't it about time we got rid of the monkeys? They've been here since Day One, and to be honest with you they stink. Lemurs it is then...

TAK AND THE POWER OF JUJU

Platforming fun with a taste of the tropical. Enter these codes when the game is paused:

UNLOCK	CODE
100 Feathers	⬅, ⬆, ⬇, ⬅, ⬆, ⬇, ⬅, ⬆, ⬇
All Cinemas	Left, Right, ⬅, ⬆, ⬇, ⬅, ⬆, ⬇, Left, Right
All Juju Power-ups	Up, Right, Left, Down, ⬆, ⬇, ⬅, ⬆, ⬇
All Moonstones	⬆, ⬇, ⬅, ⬆, ⬇, ⬅, ⬆, ⬇, Left, Right
All Plants	⬅, ⬆, ⬇, Left, Up, Right, Down, Down
All Yorbels	Up, ⬆, Left, ⬅, Right, ⬆, Down, Up
Cheat Menu	⬅, ⬆, ⬇, ⬅, ⬆, ⬇, ⬅, ⬆, ⬇



⬆ Now there's a sport of kings and monkey boys – rhino racing.



SERIOUS SAM

If you like to shoot things and... shoot things, then make sure you grab hold of this game. It's going on the cheap too!

Unlock extra levels: press ⬆ on the level select screen to enter the secret menu. But first you need...

LEVEL	REQUIRES
Ancient Rome-Addressing the Senate	9 Gold
Ancient Rome-Caesar's Sanctum	12 Gold
Ancient Rome-Praetorian Camp	3 Gold
Ancient Rome-The Forum of Trajan	7 Gold
Ancient Rome-The Forum Romanum	5 Gold
Feudal China-The Gate of Supreme Harmony	18 Gold
Feudal China-The Silk Road	15 Gold
Legendary Atlantis-The Corridors of Power	26 Gold
Legendary Atlantis-The Geothermal Tunnels	24 Gold
Legendary Atlantis-The Steam Tower	22 Gold
The Gallery	31 Gold



CUBE

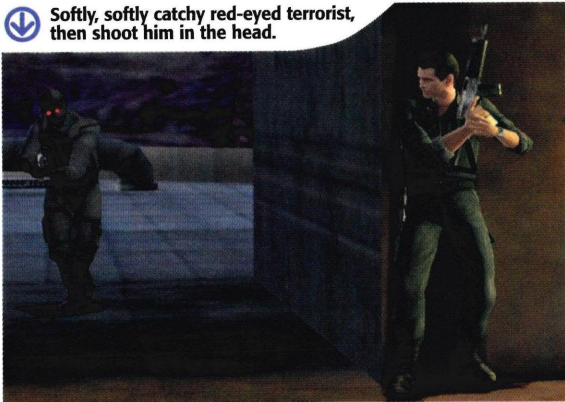
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⬇️ Softly, softly catchy red-eyed terrorist, then shoot him in the head.



JAMES BOND 007: EON

Go, gadget go! Just pull a sick day and play this at 1:40 in the afternoon and it'll feel just like a bank holiday! Enter these codes on the pause screen to unlock various goodies.

UNLOCK	CODE
All weapons	⬇️, ⬇️, A, A, ⬇️
Cloak	⬇️, ⬇️, A, A, ⬇️
Double ammo	⬇️, ⬇️, A, A, ⬇️
Double damage	⬇️, ⬇️, A, A, ⬇️
Full ammo	⬇️, ⬇️, A, A, ⬇️
Full battery	⬇️, ⬇️, A, A, ⬇️
Golden gun	⬇️, ⬇️, A, A, ⬇️

Earn multiplayer points by completing missions in co-operative mode to unlock these new arenas and characters.

ARENA	POINTS REQUIRED
Agent 003	290
Baron Samedi	50
Egypt Commander	90
Egypt Guard	180
Hezmet Guard	110
Katya Jumpsuit	320
Le Rogue	260
Miss Nagai	450
Moscow Guard	230
Mya	130
Diyato Moscow	400
Odd Job	70
Serena	430
South Commander	210
Burn Chamber	370
Cistern and "Arena" mode	30
Test Lab	160



CHIMP'LL FIX IT

If you're ever in a spot of bother – can't find the hookshot, lost in the Mushroom Kingdom, don't know where the last heart piece is, not sure how to take out that boss, want to unlock the final car, instead of tearing your hair out just give our simian's a quick call. They'll be only too happy to answer... maybe. Send in your questions to **CUBE** Magazine, Highbury-Entertainment, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk It takes a nation of millions to hold us back.



LIGHT OF MY LIFE

Dear Cheating Monkeys, I'm really enjoying *Prince Of Persia*, apart from just one bit. I've got to push a bunch of mirrors around to reflect sunlight, but I'm missing one somewhere.

JONATHAN, GLASGOW

The monkeys say...
"You have to break down a wall to get all the mirrors. Once you've got the light pointing towards the central structure it will rise, granting you access to your next goal."

TANKS A LOT

Dear Cheating Monkeys, *Metal Gear Solid* is driving me nuts! I never played it on the PlayStation, so I'm new to this sneaking about business and I'm totally stuck on the tank boss battle in the snow! I've got the mine detector out, so that's okay, but I just don't know how to penetrate the tank's tough metal shell.

LAURA, VIA EMAIL

The monkeys say...
"As with *Metal Gear Solid* as a whole, the boss battles are more a case of working out what

⬆️ "So I asked him: 'Where's my mushroom?' and he's like: 'Behind you.'"

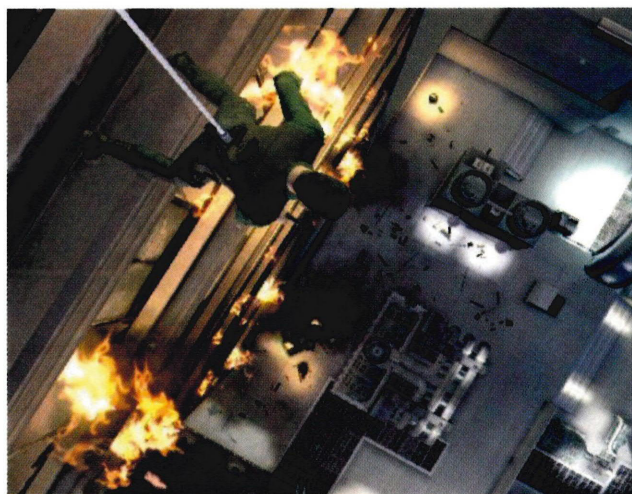
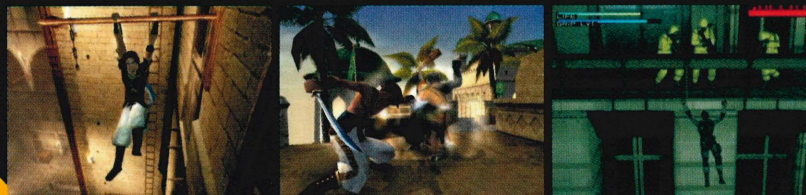
you have to do, rather than actually doing them to any challenging extent. All you have to do to beat the tank is throw a chaff grenade, and wait for a soldier to appear from the hatch. Then throw a frag grenade into the hatch and it won't be long before you overcome the mechanical adversary. Also keep in mind that there are two soldiers in the tank, and the second is armed with a machine gun that you can't disable."

FRUITY!

Dear Cheating Monkeys, I've been busy playing *Mario Sunshine* but I'm stuck on that blasted 'Yoshi's Fruit Adventure' bit. I can get Yoshi, but I don't know what to do after that... there's a platform on the left stuck to the cliff but I just can't seem to get there!

JAMES, READING

The monkeys say... "Well you're missing a crucial piece of the puzzle here, and you'll kick yourself when you hear what it is. After you've fed the egg some food and you've got yourself a useful Yoshi, you can actually spray the jumping fish by making Yoshi squirt his body fluids everywhere, and they turn into platforms! You should be able to work out what to do from here..."



CUBE

CHEATING MONKEYS

CODE JUNKIES

ISSUE THIRTY THREE



Every month we bring you all the latest Action Replay codes for the greatest GameCube games!

DOSHIN THE GIANT

Master Code

- 1 XZ6V-3UMD-HK7M1
- 2 7414-CAUT-1UTC

Grow bigger with 1 heart

- 1 66RP-08YG-YT01K
- 2 8DNK-HXQT-EJOVO

Big Camera Distance

- 1 AGU7-K7XW-A0BBB
- 2 ME6W-6BY7-66372

No Beasts When Jumping

- 1 G52Z-MXJF-FFBDW
- 2 QPBX-94HQ-YA2FR

Level The Ground

(Hold D-Pad Left While Dashing)

- 1 330C-F24G-8RDB3
- 2 JC2Z-XTWQ-R3PZJ

View Credits

(Hold D-Pad Right and Pause game)

Monument Museum

- 1 8CZQ-W8WF-XF9F4
- 2 X3RK-UF18-V2YRP
- 3 OF55-DBTY-XKV1N
- 4 WEV5-Y902-FYMJB

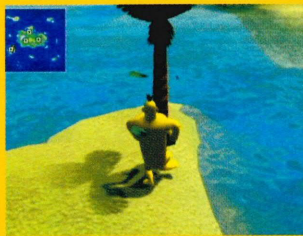
Unlock

Monument Museum

- 1 Y8JU-AXWK-AGDMH
- 2 7UXG-QBN8-H21J3
- 3 VXZP-98CR-V36HZ

Open Maps

- 1 MTTE-Z7Z4-ZFJ30
- 2 WQR6-E6PE-9YVQQ



Do you remember *Populous*? That was fun. Better than that...

...was *Populous 2*. But not the PSone version... that stunk.



POKÉMON COLOSSEUM

Master

- A82P-BY04-6U0DG
- BH0U-T8TH-YM8MV
- TEGY-8495-3ZYK4
- 8DJP-U5CX-GKAWD
- QKD7-BBUR-PE574
- KMTR-W54P-OMCSB
- G84F-1QXP-73MWP
- 3XF3-7RBQ-EBVVQ
- N9CM-DKHP-WJ9PC
- GRVU-WYPX-XQ8U0

Infinite Cash

- 0M4B-MYCV-ZJ6NM
- ANYW-Z1ER-37JA3
- 33WX-G7FV-NAC9W

Infinite Poke Coupons

- R2N7-4AC4-57NKQ
- P7VT-RHW0-EDQBK
- T6YK-7E3G-71JN5

IN BATTLE CODES:

- 3TXZ-WBBE-5RNDR

Max/Infinite Health

- GA95-F7G0-PXYAR
- JUBA-CGMD-N4JWM
- ROJO-0JZO-Y8KJT

1 Hit Kills Opponents

- GM3N-54VP-5X2WA
- QKN5-Z4EB-QK1J6
- NP1N-PT5A-XXQDB
- XM6E-C7GH-N7VVN
- T8DZ-ZPTM-RZC8U

Able To Snag All Enemies

UXFA-268K-9B6TA

- M57Y-RJT7-D8XWY
- A0TX-MJYE-Z2DPVUH92-PJ1T-N8PWZ

QTH5-VVTR-1ZV4T

Instant Win (Perform any move)

- C7M9-568F-HTMCN
- QD8X-6BBF-YU16V
- 35N6-16D2-VJDKC

OUT OF BATTLE CODES:

- 9QPC-7943-HNQND

Pokemon 1: Full HP

- PA5F-4PGK-VXJ25
- K5HD-WQJ6-KZGHH

Pokemon 1: Max HP

- 393Q-XFGH-TPH2F
- EGOC-NDXQ-F153P

Pokemon 1: Max Attack

- 7BC5-QZ2C-ZGGD3
- 6WN1-BVEN-PHF3E

Pokemon 1: Max Defence

- ZV2U-TY12-0XMXA
- UVCP-B6AF-8ZC7V

Pokemon 1: Max Sp. Attack

- JZB5-0WBD-CGQG4
- AANG-WATM-JX2MU

Pokemon 1: Max Sp. Defence

- MQHU-RHMX-93FQK
- CHAC-WPI8-16KPJ

Pokemon 1: Max Speed

- 6WTR-RYVN-F5169
- F80E-5QF1-6ZP7X

HARVEST MOON – A WONDERFUL LIFE

Master Code

- 1 DZPG-46VJ-F4HQX
- 2 PQ6B-GQ3Z-DR9RE

Tons of Cash

- 1 V6G5-81UN-9V538
- 2 AD31-EUPB-VE0WF

Never Exhausted

- 1 UE4H-NM5G-X3Y25
- 2 V40A-707X-3WDHN

Never Hungry

- 1 GJ9D-Z1Y6-BC4ZU
- 2 BNX9-AP59-ATW75

Always Food in the Barn

- 1 C02E-KR6D-KEFOA
- 2 35RE-ENZE-8DYRW

Always Food for the Chickens

- 1 JXP1-BN18-EY0X1
- 2 DRDE-AJA3-61HKB

Food Bins Full of Food

- 1 DDDH-MVE5-11T57
- 2 TOBR-EPWK-MP6VE

Food Bins Full of Good Food

- 1 FNYT-KB16-DMZGZ
- 2 FX75-YR4Y-JH8ZY

All Tools in the Shed

- 1 A4UX-YY5F-RP7VV
- 2 ZYW2-5EDV-16XJ8
- 3 6XFM-4YGC-PPGKR

Increase Time Speed (D-Pad Up)

- 1 FTK5-WONG-K15GH
- 2 CKCX-FZJY-TFYGC
- 3 42V5-KWTR-JJMV2
- 4 53PR-ONRY-9B66K

Decrease Time Speed (D-Pad Down)

- 1 UM9Y-J4CD-X3XV4
- 2 WPRK-EP9F-443CP
- 3 GRY0-1G67-TMXBR
- 4 FRQ4-P5YE-AV3H8

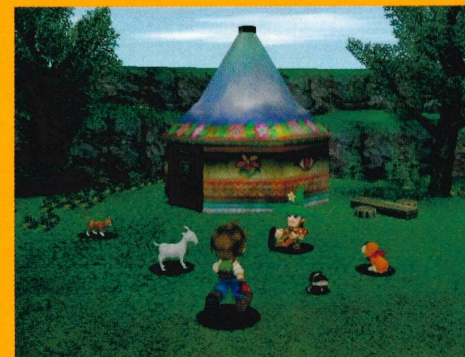
Reset Time Speed (D-Pad Right)

- 1 RXNK-K8P7-CU952
- 2 6TC1-MF5F-NPP8M
- 3 9B3F-NTYR-FN3T1



ooh, she looks like fun. Go on ye boy ye. Yeah do it! Heh heh.

The hippy sells cool herbs. Plant them next to tomatoes.



CRAZY TAXI

Master Code

- 1 R4UQ-3UG4-BNX02
- 2 EVYR-3RXB-78YEB

Press Y to top up time to 999

- 1 4RK5-ZHWN-A3V8A
- 2 B4GU-94WX-EZ32K
- 3 1N4N-E6GE-BJJB8

Press X to top up time to 59

- 1 BTMD-6VJK-2MDBW
- 2 22DQ-05BE-9WCYX
- 3 3JOGG-5NMK-5A9RJ

D-pad up top up passenger time to 999

- 1 GGZD-2PYY-KXCHK
- 2 3M2E-9HP1-ND6FY
- 3 2J8A-C5XY-E3AE5

D-pad down top up passenger time to 59

- 1 F7XT-HP8D-NT5CU
- 2 5EOR-2D14-7EN90
- 3 DNPZ-YW24-3PW1J

Low rider taxi

- 1 3G96-DKF1-CXJJC
- 2 KD1E-WB3D-Z280X



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270 101****2 Leave your
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address***...That's all
there is to it!***3 We'll send you
your 10 games
immediately****WELCOME****SO...WHAT'S
THE CATCH?****There REALLY isn't one!
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JETPACK 2

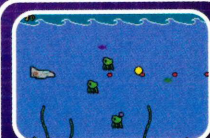
Paddle Panic is a welcome return to the bat'n'ball genre but with a new twist – you control 4 bats at once!

PADDLE PANIC

Deadly bouncing balls are falling from the sky – shoot them before they hit you. The longer you stay alive, the more points you score.

POP EM!

Put the pieces back into their original order in this brain teasing slide puzzle.

DRAGON TILES 3

An addictive side-scrolling space shooter complete with power-ups and end-of-level bosses.

BOUNTY HUNTER X

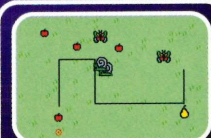
Everyone loves a good puzzle game, and this one's got balls! Challenge your mind and your reflexes.

SUPER POWER SHOT

Aliens are invading Earth! Can you stop them? A highly playable version of the classic shoot-em-up.

INVADERS

Fly death-defying missions in your helicopter in a bid to prove that you're the best stunt pilot in the world.

CHOPPER 2: THE RETURN

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LOOP THE LOOP

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POKÉMON COLOSSEUM

THINK YOU'RE A GOOD ENOUGH TRAINER TO CATCH THEM ALL? WITH THE HELP OF OUR IN-DEPTH GUIDE, YOU'LL BECOME A POKÉMON MASTER IN NO TIME AT ALL!

INFORMATION

POKÉMON COLOSSEUM

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

GENRE: IT'S POKÉMON INVIT

PRICE: £39.99

PLAYERS: 1-4

Before getting started with Pokémon *Colosseum*, you need to realise a few important things about the game. The main adventure is rather different to the handheld adventures you're probably used to by now, so check out a few of the key differences below.

ORRE

The region in which *Colosseum* is based. There are no wild Pokémon here – all that exists between the few settlements is a barren wasteland. That's not to say that there are no monsters for you to catch, though... just that the process is a little different.

SHADOW POKÉMON

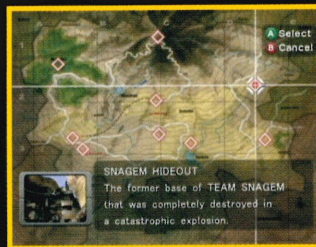
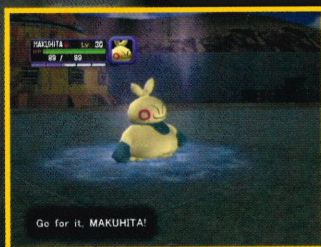
A Pokémon which has had the door to its heart closed by external means, turning it evil. The only attack a Shadow monster can use is Shadow Rush (a rather unique attack that is explained below) but as you spend time with them, they will slowly recover their true move set. Several trainers in the Orre area own these dangerous and evil creatures and it's up to you to get out there and bring them down!

SHADOW RUSH

A special attack that has no PP limit and is equally effective on every type of monster. Occasionally the Shadow Pokémon may refuse to use the move, instead going into a state called Hyper Mode.

HYPER MODE

A state of wild fury for Shadow Pokémon. While in Hyper Mode, a monster can only use Shadow Rush, although the state does also significantly boost the critical hit ratio of the move. In addition, no items can be used on a Pokémon



in Hyper Mode until it recovers after being called by the trainer. The 'Call' command is now on the battle menu in place of 'Run' but since there are no wild Pokémon, you won't be needing it anyway.

SNAGGING

The process by which Shadow Pokémon can be captured. Using specialist equipment, normal Poké Balls can be used to steal the evil Pokémon from their trainers and keep them for yourself, later training them to cleanse or 'purify' them.

PURIFICATION

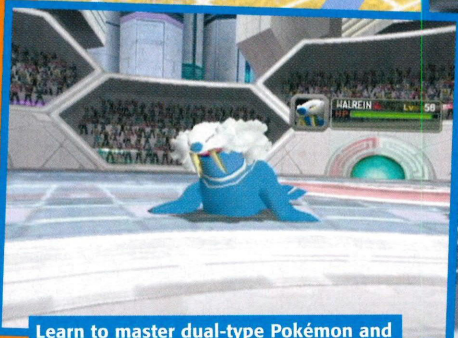
Turning a Shadow Pokémon back to normal is known as purifying them. In order to do this, you'll need to use the monster in battle in order to reduce its Heart Gauge until it becomes empty. At this time, you can take the Pokémon to the shrine in Agate Village where they can retrieve their final technique and receive any experience they may have missed while in Shadow form.

Pokémon Colosseum © 2003-4. All rights reserved.

UNOFFICIAL GUIDE

CUBE magazine and Highbury Entertainment Ltd would like to make it clear that its guide to Pokémon Colosseum is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.





Learn to master dual-type Pokémon and you're one step closer to the top flight.

01 MAKING THE FIRST MOVE

Think carefully about which Pokémon will start in your squad. Safe bets are things like Normal and Electric which have very few weaknesses (only one each), although Rock, Steel and Ghost are all decent reserves due to their immunities and defences. Of course, if you expect your opponent to do the same (which only really applies when playing against another human opponent), you can call their bluff by opening with a Fighting type or a Ground type – perhaps either one with a safe partner in a two-on-two fight – to stop them in their tracks.

02 STOP, LOOK, LEARN

Although it's all well and good that Pokémon like Tyranitar can learn all manner of special moves like Blizzard and Thunder, it's worth checking their stats before you commit a move to their memory. In this instance, Tyranitar's Special Attack is rather low and so even the possibility of sneaking in a super-effective attack won't be particularly successful. So you'd be better off with moves like Hyper Beam that make the most of the monster's strengths.

03 PILE 'EM HIGH

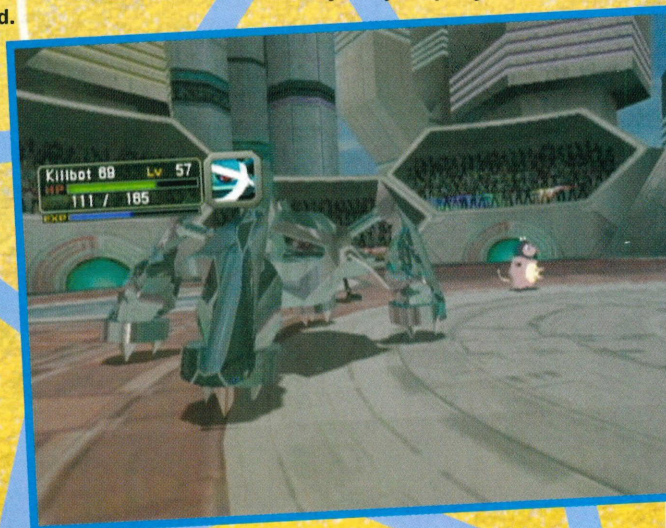
TMs are a great thing to be collecting but like a mind, they're a terrible thing to waste. While some can be re-bought or earned again, it's worth visiting the Move Tutor (if you have access to Ruby and Sapphire) to see if there's something better there before using anything – and even then, make perfectly sure that it's the move you want. If you have the patience, the best plan is to teach TMs to the most versatile monster possible and later breed it to create a Pokémon with that move when it's born. This is a very time-consuming process but one that's worth it in the end.

04 DO THE EVOLUTION

Never go into an important battle with an unevolved monster. It sounds basic but you'd be surprised how many people get so attached to a relatively weak monster like Pikachu or Jigglypuff and refuse to let it grow or even don't know how to! Of course, you'll have needed to make sure that they have their best possible attacks – if they don't get these by the time they reach the level you need them to be, you might want to think about changing which monster joins your party.

THE TEN POINT GUIDE TO BECOMING A BETTER TRAINER

If you're going to make it as a Pokémon trainer, there are a set of fundamentals that you'll need to follow. These vary in value and in severity, but stick to them and one day you could be on the same level as Ash Ketchum himself!



05 MIND OVER MATTER

Never underestimate the power of non-attack moves. Be it confusing, reducing an enemies stats or simply messing them up in some other way, two-on-two battles always have a place for one monster to lay down the covering moves. These can also be used to cure monsters and prevent status changes if needs be, so don't assume that simply because a Pokémon doesn't learn the strongest attack of its type that it's entirely useless. In this game, it's all about teamwork!



You'll need to do a lot of this to take on the best...

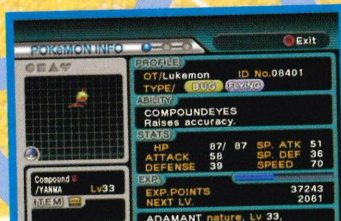
06 LEVEL UP

Make sure your entire team is the right level for the challenge you're attempting. It's usually okay to drop a few levels on your rival (especially if you're using super-effective attacks), but on the whole you don't want to be facing an opponent who is ten levels higher. This is easy to tell against the computer as the level is clearly displayed, but when going up against a fellow trainer it's always a good idea to arrange with friends to have a certain level cap for medium-level battles. Either that or train until you're blue in the face so you can all use Level 100 monsters.

07 TRADING PLACES

Combinations of moves and effects can be devastating. By way of an example, a later trainer uses Slaking and Slowking who hide a deadly secret: by using his

Skill Swap move, Slowking can get rid of Slaking's Slack Off ability that only lets him attack every other turn. This makes for one of the most powerful monsters in the game with some of the best moves, having his one real weakness removed and becoming a dangerous fighting machine. There are also abilities like Compound Eyes that raise your accuracy – this is most effective on one-hit KO attacks and the like, and could really turn the tide in a tough bout. Learn the abilities of your squad and use them to your advantage, such as by changing the weather to a sandstorm with Tyranitar's ability, to prevent both Solar Beam and Thunder from gaining their appropriate weather bonuses.



Even the most inauspicious of abilities can be remarkably useful.

08 ONE UP, ONE DOWN

In two-on-two fights, a good strategy is to have one super-powerful monster on the offensive while another stacks up the defensive or evasive bonuses. This way,

you'll constantly be dealing damage and at the same time making sure that one of your monsters gets more and more impenetrable as the match goes on. There is also the option of focusing on moves that both do damage and up stats – many of the Steel-type moves have this bonus which will make at least one Steel monster a staple part of any good squad.



Even the best moves aren't enough without the best Pokémon to use them.

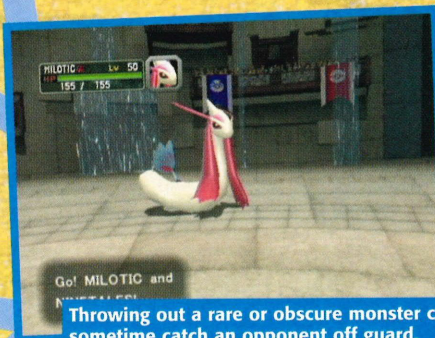


ATTACK TYPE VS POKÉMON TYPE

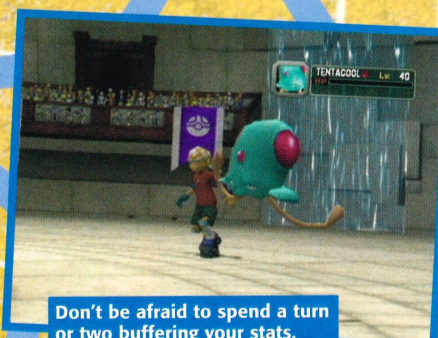
DEFENDING POKÉMON TYPE

	BUG	DARK	DRAGON	ELECTRIC	FIGHTING	FIRE	FLYING	GHOST	GRASS	GROUND	ICE	NORMAL	POISON	PSYCHIC	ROCK	STEEL	WATER
BUG	↑																
DARK		↓															
DRAGON			↑														
ELECTRIC			↓	↓													
FIGHTING	↓	↑															
FIRE	↑		↓														
FLYING	↑				↑												
GHOST		↓															
GRASS	↓		↓														
GROUND	↓			↑													
ICE			↑														
NORMAL																	
POISON																	
PSYCHIC																	
ROCK	↑																
STEEL																	
WATER			↓														

↑ The attack does double damage ↓ The attack does half damage ● The attack is ineffective



Throwing out a rare or obscure monster can sometime catch an opponent off guard.



Don't be afraid to spend a turn or two buffering your stats.

09 HIDDEN AGENDA

There's a lot to be said for the art of hiding moves in unexpected monsters. Water types with Earthquake is a good example of this; but before you even think about creating a move set like this, bear in mind point number one. Not every Pokémon is suitable for this. Still, it's always both handy and tactically sound to at least consider this kind of cunning move set and the best potential users are often those that have two very different types. Don't be afraid to play around with TMs and HMs to see who can learn what; but as we've said, think very carefully before actually using them!

10 DEEP POCKETS

Always carry a good supply of items. This includes Balls, potions, status restores, revives... the works! This can pull just about any battle back from the brink and turn it around, especially if you're clever enough to have a tough defensive Pokémon (Shuckle or a Steel type) standing by to absorb the damage while you heal or revive the rest of your team. There is also the option to use enhancements like X Attack, which again work well if you attack constantly with a tough attacking monster while using the turn of the 'damage cushion' to boost their stats.

COLOSSEUM MODE

It's not all about the Story – while Colosseum mode is basically a series of pretty Pokémon battles like you'd get in the Game Boy games, there are certainly a few hints and tips that will help you get through it.

COMBO MAMBO

As well as pairing up with your partnered Pokémon, it's important that you never forget the single monster combination attacks. Things like Defense Curl followed by Rollout can make a devastating move even more so. And for the ultimate insult, Toxic and Leech Seed makes for a very irritating health loss/drain situation that is pretty hard to shift. Throw in some confusion or attraction, and maybe an inability to flee, and even the smallest Bulbasaur can take down the mightiest of Dragonites!



ALL FOR ONE

While it's all too inviting to go in with big moves from both of your monsters in a two-on-two battle, there's a lot to be said for teamwork. Moves like Helping Hand and Mist make battling simple. And if needs be, don't be afraid to jump in on a stronger monster's turn to use curative or enhancement items on the weaker one (or at least one that has been weakened).



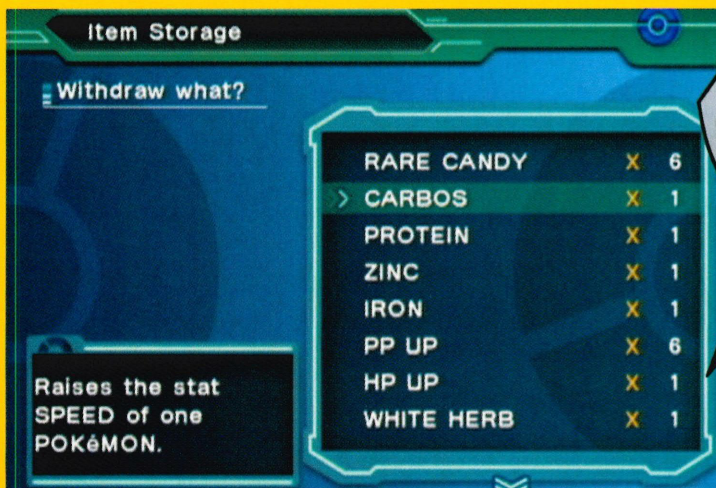
PUT IT ON HOLD

Hold items are much more important than you might think, so apply them wisely before each attempt at a Colosseum. Items like the Macho Brace are useless in this kind of situation. And while items that power up a certain type of move are slightly useful, the real prizes are things like the Shell Bell or Leftovers that can recover health. You can also plan some rather clever strategies using the wealth of berries on offer – the move Rest with a Chesto Berry, for instance, will fully recover health and status without the problem of sleeping for several turns. See if you can find some more!



VITAMINS ALL ROUND

If you're seriously planning to take on the Level 50 Ultimate challenges, you'll need to breed teams especially. This means not evolving monsters until they learn their best moves early, plying them with all manner of vitamins and minerals (which are expensive but well worth it) and perhaps even training them from the lowest possible level while equipped with the Macho Brace to maximise stats. This takes a really long time but if you're looking for a trainer's ultimate prize, you'll be willing to put in the time!





MIX IT UP

No matter how tempting it may be, try not to include too many of the same type of monster in your team. The more you have, the better the variety of moves you'll have on offer and therefore the more chance you've got of landing a super-effective blow – even more so with dual-typed monsters who have two types in which they receive that all-important same-type attack bonus that will have your opponents screaming for mercy!



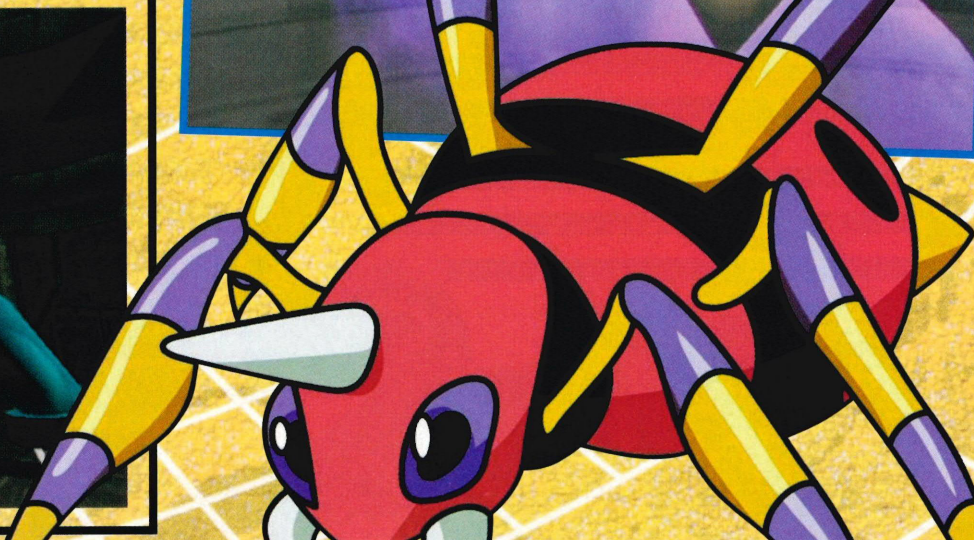
BRING YOUR OWN

Although the game does give you the option to borrow a team of Pokémon for the modes on offer, these are substantially weaker than those you could upload yourself. You might be able to blag your way through the basic difficulties with a rental team, but after that you'll be lucky to even dent some of the later foes. Link up to *Ruby* or *Sapphire* to upload far better squads and your chances will improve dramatically!



DODGE THIS

As you may have learned from the CPU trainers, powerful multi-target attacks such as Explosion or Earthquake can be avoided by your other Pokémon (as in the one who doesn't use the attack). There are several ways of doing this – attacks like Protect, Fly and Endure will allow your partner to blast the enemies without fear for your own safety, the latter even allowing for a great combo into a move like Flail, which grows more powerful as the user grows weaker. There are even abilities like Levitate that help to avoid Earthquake, while Ghost Pokémon take no damage from Explosion – consider these double-team strategies when piecing together your ultimate team!



ITEM LIST

AS YOU MAY EXPECT, COLOSSEUM IS CRAMMED WITH ITEMS, SO HERE'S THE LOWDOWN ON WHAT TO KEEP WITH YOU AT ALL TIMES.

ONE-USE ITEMS

ITEM	COST	EFFECT
Antidote	100	Cures poison
Awakening	250	Wakes sleeping Pokémon
Burn Heal	250	Cures burns
Calcium	9,800	Permanently raises Special Attack
Carbos	9,800	Permanently raises Speed
Dire Hit	650	Increase critical hit ratio for one battle
Elixir	N/A	Restores 10PP to all moves
Energy Root	800	Restores 200HP but reduces friendship slightly
Energypowder	500	Restores 50HP but reduces friendship slightly
Ether	N/A	Restores 10PP to one move
Fresh Water	200	Restores 50HP and increases friendship slightly
Full Heal	600	Cures all status ailments
Full Restore	3,000	Cures all status ailments and fully restores HP
Guard Spec	700	Protects against status ailments for one battle
Heal Powder	450	Cures all status ailments but reduces friendship slightly
HP Up	9,800	Permanently raises maximum HP by one
Hyper Potion	1,200	Restores 200HP
Ice Heal	250	Thaws out a frozen Pokémon
Iron	9,800	Permanently raises Defence
Lemonade	350	Restores 80HP and increases friendship slightly
Max Elixir	N/A	Fully restores PP of all moves
Max Ether	N/A	Fully restores PP of one move
Max Potion	2,500	Fully restores HP
Max Revive	N/A	Revives fainted Pokémon and fully restores HP
Nugget	N/A	Expensive rock that sells for 5,000
Parlyz Heal	200	Cures paralysis
Potion	300	Restores 20HP
PP Max	N/A	Increases PP of one move to its maximum limit
PP Up	N/A	Permanently raises maximum PP by one
Protein	9,800	Permanently raises Attack
Rare Candy	N/A	Pokémon instantly grows by one level
Revival Herb	2,800	Revives fainted Pokémon and fully restores HP but reduces friendship slightly
Revive	1,500	Revives fainted Pokémon and restores 50% HP
Soda Pop	300	Restores 60HP and increases friendship slightly
Super Potion	700	Restores 50HP
Time Flute	N/A	Summons Celebi to the Agate Village shrine to completely purify one Shadow Pokémon
X Accuracy	950	Raises Accuracy for one battle
X Attack	500	Raises Attack for one battle
X Defend	550	Raises Defence for one battle
X Special	350	Raises Special Attack for one battle
X Speed	350	Raises Speed for one battle
Zinc	9,800	Permanently raises Special Defence

POKÉ BALLS

ITEM	COST	EFFECT
Poke Ball	200	Least effective ball
Great Ball	600	Fairly effective ball
Ultra Ball	1,200	Very effective ball
Nest Ball	1,000	Super effective on low-level Pokémon
Net Ball	1,000	Super effective on Water and Bug types
Premier Ball	N/A	As Poke Ball but can raise friendship
Timer Ball	1,000	Super effective after long battles
Master Ball	N/A	One-off ball that never fails

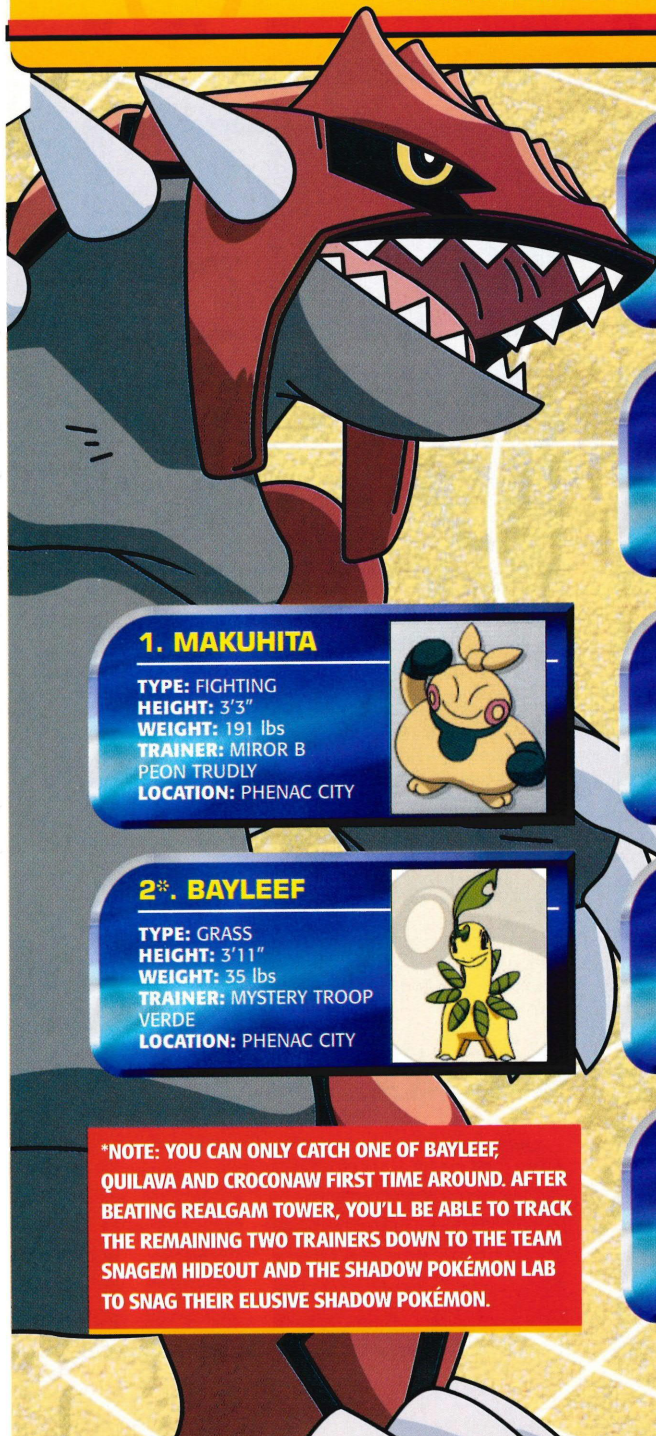
TM LIST

Unfortunately, there's not a complete set of TM moves up for grabs in *Colosseum*. But since many of them come free, you can't really complain!

TM	TECHNIQUE	FOUND
1	Focus Punch	Pyrite Colosseum (Circuit 2)
2	Dragon Claw	Deep Colosseum (Circuit 4)
5	Roar	Pyrite Colosseum (Circuit 4)
6	Toxic	Pyrite Colosseum (Circuit 1)
7	Hail	Pyrite Colosseum (Circuit 3)
10	Hidden Power	The Under Poké Mart (costs 3,000)
11	Sunny Day	Phenac Colosseum (Circuit 2)
12	Taunt	Deep Colosseum (Circuit 1)
13	Ice Beam	Exchange for 4,000 Mount Battle Coupons
14	Blizzard	The Under Poké Mart (costs 5,500)
15	Hyper Beam	The Under Poké Mart (costs 7,500)
16	Light Screen	The Under Poké Mart (costs 3,000)
17	Protect	The Under Poké Mart (costs 3,000)
18	Rain Dance	Phenac Colosseum (Circuit 1)
19	Giga Drain	Phenac Colosseum (Circuit 3)
20	Safeguard	The Under Poké Mart (costs 3,000)
22	Solar Beam	Phenac Colosseum (Circuit 4)
23	Iron Tail	The Under Colosseum (Circuit 4)
24	Thunderbolt	Exchange for 4,000 Mount Battle Coupons
25	Thunder	The Under Poké Mart (costs 5,500)
26	Earthquake	Ein's office, Shadow Pokémon Lab
27	Return	Pre-Gym Leader Justy, Phenac City
29	Psychic	Exchange for 3,500 Mount Battle Coupons
30	Shadow Ball	The Under Colosseum (Circuit 3)
32	Double Team	Exchange for 1,500 Mount Battle Coupons
33	Reflect	The Under Poké Mart (costs 3,000)
35	Flamethrower	Exchange for 4,000 Mount Battle Coupons
36	Sludge Bomb	The Under Colosseum (Circuit 2)
37	Sandstorm	The Under Colosseum (Circuit 1)
38	Fire Blast	The Under Poké Mart (costs 5,500)
41	Torment	Roller Boy Kaib, Phenac City
44	Rest	Deep Colosseum (Circuit 3)
45	Attract	Venus's Studio, The Under
46	Thief	Police Station Jail, Pyrite Town
47	Steel Wing	Chest near Vander (after defeating Dakim), Mount Battle
48	Skill Swap	Deep Colosseum (Circuit 2)
49	Snatch	Mirror B Chamber, Pyrite Cave

COLOSSEUM POKÉDEX

THERE ARE A TOTAL OF 52 POKÉMON THAT CAN BE OBTAINED IN COLOSSEUM'S STORY MODE, MOST OF WHICH HAVE BEEN MISSING SINCE THE DAYS OF GOLD AND SILVER! BELOW YOU CAN FIND A CHECKLIST OF WHAT THEY ALL ARE, WHERE YOU FIND THEM, WHO THEIR TRAINER IS AND EVEN WHERE TO FIND THEM LATER IF YOU MISS ONE THE FIRST TIME.



1. MAKUHITA

TYPE: FIGHTING
HEIGHT: 3'3"
WEIGHT: 191 lbs
TRAINER: MIRROR B
PEON TRUDLY
LOCATION: PHENAC CITY



2*. BAYLEEF

TYPE: GRASS
HEIGHT: 3'11"
WEIGHT: 35 lbs
TRAINER: MYSTERY TROOP
VERDE
LOCATION: PHENAC CITY



3*. QUILAVA

TYPE: FIRE
HEIGHT: 2'11"
WEIGHT: 42 lbs
TRAINER: MYSTERY TROOP
ROSSO
LOCATION: PHENAC CITY



4*. CROCONAW

TYPE: WATER
HEIGHT: 3'7"
WEIGHT: 55 lbs
TRAINER: MYSTERY TROOP
BLUNO
LOCATION: PHENAC CITY



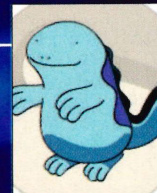
5. SLUGMA

TYPE: FIRE
HEIGHT: 2'4"
WEIGHT: 77 lbs
TRAINER: ROLLER BOY LON
LOCATION: PYRITE TOWN



6. QUAGSIRE

TYPE: WATER/GROUND
HEIGHT: 4'7"
WEIGHT: 165 lbs
TRAINER: BANDANA GUY
DIVEL
LOCATION: PYRITE TOWN



7. SKIPLOOM

TYPE: GRASS/FLYING
HEIGHT: 2'
WEIGHT: 2 lbs
TRAINER: RIDER LEBE
LOCATION: PYRITE TOWN



8. FLAAFY

TYPE: ELECTRIC
HEIGHT: 2'7"
WEIGHT: 29 lbs
TRAINER: ST PERFORMER
DIOGO
LOCATION: PYRITE TOWN



9. NOCTOWL

TYPE: NORMAL/FLYING
HEIGHT: 5'3"
WEIGHT: 90 lbs
TRAINER: RIDER NOVER
LOCATION: PYRITE TOWN



10. MISDREAVUS

TYPE: GHOST
HEIGHT: 2'4"
WEIGHT: 2 lbs
TRAINER: RIDER VANT
LOCATION: PYRITE TOWN



11. FURRET

TYPE: NORMAL
HEIGHT: 5'11"
WEIGHT: 72 lbs
TRAINER: ROGUE CAIL
LOCATION: PYRITE TOWN



12. YANMA

TYPE: BUG/FLYING
HEIGHT: 3'11"
WEIGHT: 84 lbs
TRAINER: CIPHER PEON
NORE
LOCATION: PYRITE TOWN



*NOTE: YOU CAN ONLY CATCH ONE OF BAYLEEF, QUILAVA AND CROCONAW FIRST TIME AROUND. AFTER BEATING REALGAM TOWER, YOU'LL BE ABLE TO TRACK THE REMAINING TWO TRAINERS DOWN TO THE TEAM SNAGEM HIDEOUT AND THE SHADOW POKÉMON LAB TO SNAG THEIR ELUSIVE SHADOW POKÉMON.

13. REMORAID

TYPE: WATER
HEIGHT: 2'
WEIGHT: 26 lbs
TRAINER: MIROR B PEON
REATH
LOCATION: PYRITE TOWN



20. HITMONTOP

TYPE: FIGHTING
HEIGHT: 4'7"
WEIGHT: 105 lbs
TRAINER: CIPHER PEON
SKRUB
LOCATION: AGATE VILLAGE



14. MANTINE

TYPE: WATER/FLYING
HEIGHT: 6'11"
WEIGHT: 485 lbs
TRAINER: MIROR B PEON
FERMA
LOCATION: PYRITE TOWN



21. ENTEI

TYPE: FIRE
HEIGHT: 6'11"
WEIGHT: 412 lbs
TRAINER: CIPHER ADMIN
DAKIM
LOCATION: MOUNT BATTLE



27. SNEASEL

TYPE: DARK/ICE
HEIGHT: 2'11"
WEIGHT: 62 lbs
TRAINER: RIDER NELIS
LOCATION: THE UNDER



15. QWILFISH

TYPE: WATER/POISON
HEIGHT: 1'8"
WEIGHT: 9 lbs
TRAINER: HUNTER DOKEN
LOCATION: PYRITE TOWN



22. LEDIAN

TYPE: BUG/FLYING
HEIGHT: 4'7"
WEIGHT: 78 lbs
TRAINER: CIPHER PEON
KLOAK
LOCATION: THE UNDER



28. AIPOM

TYPE: NORMAL
HEIGHT: 2'7"
WEIGHT: 25 lbs
TRAINER: CIPHER PEON COLE
LOCATION: SHADOW
POKÉMON LAB



16. MEDIDITE

TYPE: FIGHTING/PSYCHIC
HEIGHT: 2'
WEIGHT: 25 lbs
TRAINER: RIDER TWAN
LOCATION: PYRITE TOWN



23. SUICUNE

TYPE: WATER
HEIGHT: 6'7"
WEIGHT: 412 lbs
TRAINER: CIPHER ADMIN
VENUS
LOCATION: THE UNDER



29. MURKROW

TYPE: DARK/FLYING
HEIGHT: 1'8"
WEIGHT: 5 lbs
TRAINER: CIPHER PEON LARE
LOCATION: SHADOW
POKÉMON LAB



17. DUNSPARCE

TYPE: NORMAL
HEIGHT: 4'11"
WEIGHT: 31 lbs
TRAINER: RIDER SOSH
LOCATION: PYRITE TOWN



24. GLIGAR

TYPE: GROUND/FLYING
HEIGHT: 3'7"
WEIGHT: 143 lbs
TRAINER: HUNTER FRENA
LOCATION: THE UNDER



30. FORRETRESS

TYPE: BUG/STEEL
HEIGHT: 3'11"
WEIGHT: 277 lbs
TRAINER: CIPHER PEON VANA
LOCATION: SHADOW
POKÉMON LAB



18. SWABLU

TYPE: NORMAL/FLYING
HEIGHT: 1'4"
WEIGHT: 3 lbs
TRAINER: HUNTER ZALO
LOCATION: PYRITE TOWN



25. STANTLER

TYPE: NORMAL
HEIGHT: 4'7"
WEIGHT: 157 lbs
TRAINER: CHASER LIAKS
LOCATION: THE UNDER



31. ARIADOS

TYPE: BUG/POISON
HEIGHT: 3'7"
WEIGHT: 74 lbs
TRAINER: CIPHER PEON LESAR
LOCATION: SHADOW
POKÉMON LAB



19. SUDOWOODO

TYPE: ROCK
HEIGHT: 3'11"
WEIGHT: 84 lbs
TRAINER: CIPHER ADMIN
MIROR B
LOCATION: PYRITE TOWN



26. PILOSWINE

TYPE: ICE/GROUND
HEIGHT: 3'7"
WEIGHT: 123 lbs
TRAINER: BODYBUILDER
LONIA
LOCATION: THE UNDER



32. GRANBULL

TYPE: NORMAL
HEIGHT: 4'7"
WEIGHT: 107 lbs
TRAINER: CIPHER PEON TANIE
LOCATION: SHADOW
POKÉMON LAB



33. VIBRAVA

TYPE: GROUND/DRAGON
HEIGHT: 3'7"
WEIGHT: 34 lbs
TRAINER: CIPHER PEON REMIL
LOCATION: SHADOW
POKÉMON LAB



40. ABSOL

TYPE: DARK
HEIGHT: 3'11"
WEIGHT: 104 lbs
TRAINER: RIDER DELAN
LOCATION: REALGAM TOWER



47. SHUCKLE

TYPE: BUG/ROCK
HEIGHT: 2'
WEIGHT: 43 lbs
TRAINER: DEEP KING
AGNOL
LOCATION: THE UNDER



34. RAIKOU

TYPE: ELECTRIC
HEIGHT: 6'3"
WEIGHT: 392 lbs
TRAINER: CIPHER ADMIN EIN
LOCATION: SHADOW
POKÉMON LAB



41. HOUNDOOM

TYPE: DARK/FIRE
HEIGHT: 4'7"
WEIGHT: 77 lbs
TRAINER: CIPHER PEON
NELLA
LOCATION: REALGAM TOWER



48. TOGETIC

TYPE: NORMAL/FLYING
HEIGHT: 2'
WEIGHT: 7 lbs
TRAINER: SHADY GUY
LOCATION: OUTSKIRT
STAND



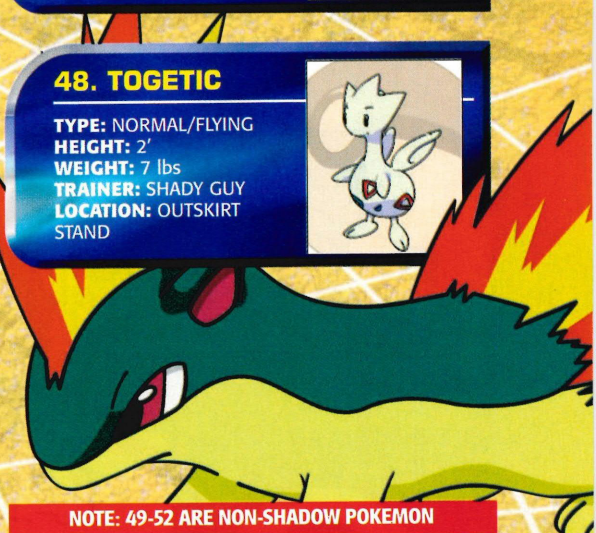
35. DELIBIRD

TYPE: ICE/FLYING
HEIGHT: 2'11"
WEIGHT: 35 lbs
TRAINER: CIPHER PEON
ARTON
LOCATION: REALGAM TOWER



42. TROPIUS

TYPE: GRASS/FLYING
HEIGHT: 6'7"
WEIGHT: 221 lbs
TRAINER: CIPHER PEON
STON
LOCATION: REALGAM TOWER



NOTE: 49-52 ARE NON-SHADOW POKEMON

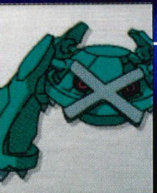
36. SUNFLORA

TYPE: GRASS
HEIGHT: 2'7"
WEIGHT: 19 lbs
TRAINER: CIPHER PEON
BAILA
LOCATION: REALGAM TOWER



43. METAGROSS

TYPE: STEEL/PSYCHIC
HEIGHT: 5'3"
WEIGHT: 1213 lbs
TRAINER: CIPHER
NASCOUR
LOCATION: REALGAM TOWER



49. ESPEON

TYPE: PSYCHIC
HEIGHT: 2'11"
WEIGHT: 58 lbs
OBTAINED: WITH YOU
FROM THE BEGINNING



37. HERACROSS

TYPE: BUG/FIGHTING
HEIGHT: 4'11"
WEIGHT: 119 lbs
TRAINER: CIPHER PEON
DIOGE
LOCATION: REALGAM TOWER



44. TYRANITAR

TYPE: ROCK/DARK
HEIGHT: 6'11"
WEIGHT: 445 lbs
TRAINER: CIPHER HEAD
EVICE
LOCATION: REALGAM TOWER



50. UMBREON

TYPE: DARK
HEIGHT: 3'3"
WEIGHT: 60 lbs
OBTAINED: WITH YOU
FROM THE BEGINNING



38. SKARMORY

TYPE: STEEL/FLYING
HEIGHT: 5'7"
WEIGHT: 111 lbs
TRAINER: SNAGEM HEAD
GONZAP
LOCATION: REALGAM TOWER



45. URSARING

TYPE: NORMAL
HEIGHT: 5'11"
WEIGHT: 227 lbs
TRAINER: TEAM SNAGEM
AGREV
LOCATION: TEAM SNAGEM
HIDEOUT



51. PLUSLE

TYPE: ELECTRIC
HEIGHT: 1'4"
WEIGHT: 9 lbs
OBTAINED: GIVEN TO YOU
BY DUKING IN PYRITE TOWN



39. MILTANK

TYPE: NORMAL
HEIGHT: 3'11"
WEIGHT: 116 lbs
TRAINER: BODYBUILDER
JOMAS
LOCATION: REALGAM TOWER



46. SMEARGLE

TYPE: NORMAL
HEIGHT: 3'11"
WEIGHT: 128 lbs
TRAINER: TEAM SNAGEM
BIDEN
LOCATION: TEAM SNAGEM
HIDEOUT



52. HO-OH

TYPE: FIRE/FLYING
HEIGHT: 12'6"
WEIGHT: 439 lbs
OBTAINED: SNAG AND PURIFY
ALL 48 SHADOW POKÉMON
AND BEAT ALL 100 TRAINERS
ON MOUNT BATTLE



Stop getting hustled and start winning big money with this guide to playing pool.

POOL PARADISE

GAME TYPES

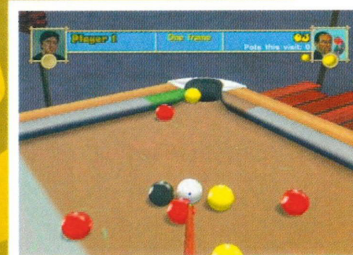
Bet you never knew there were so many types of pool? Get an unfair advantage with these pointers.



8-Ball

If one of your balls is right over a corner pocket, don't always go for the easy pot – it may be better to leave that ball in place, to block the pocket to your opponent. This sort of defensive play works particularly well in the UK version of 8-ball.

However, in US 8-ball, if your opponent is blocking pockets in this way, you can legitimately pot his ball as long as you play one of your own first. If you have a lot of your balls around the pocket, it may be worth doing this. If your own ball is very close to a blocked pocket, you may even be able to pot it along with the opponent's, by putting some top spin on the shot.



Leave balls covering pockets to block your opponent.

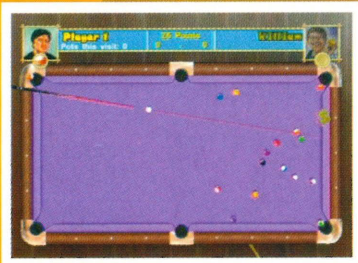
TABLE TACTICS

If you want to ensure you never lose any money, save after every victory; and reset and load after every defeat! You can also use this trick to try out items from the shop: buy them, then reload your game if you don't want them – this avoids having to sell them at half price.

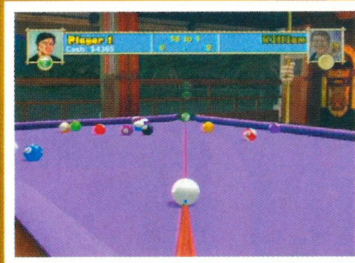
If you're a novice, avoid playing 8-ball in Competition. You should find it much easier to beat the lower-ranked computer opponents at the other game types, particularly 14 or 15-ball.

Use the top-down view to check the position of the other balls on the table before making shots. This will help you judge the angles and see where you need to leave the cue ball. It's also handy for playing doubles and seeing how to get out of snookers.

To avoid pocketing the cue-ball on straight pots of balls near pockets, put some bottom spin on it to stop it dead or screw back. The longer the pot, the more bottom and power you need to stop it.



The top-down view is the best for planning your shots.



Put plenty of bottom on it to avoid following through.



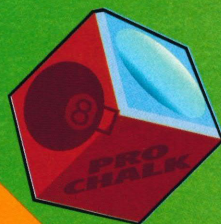
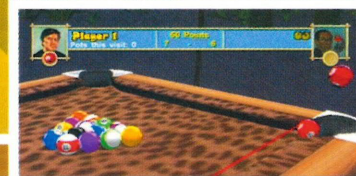
14 to 1

Breaking is usually considered a disadvantage, so make your opponent break if you win the toss.

Play safe from the break, aiming for a thinnish cut on one of the back corner balls, to bring the cue ball back to baulk.



Plan ahead to get a good angle on the last ball left on the table, so you can break up the re-racked pack and continue your break.



INFORMATION

POOL PARADISE

PUBLISHER: IGNITION

DEVELOPER: AWESOME STUDIOS

GENRE: SPORTS

PRICE: £19.99

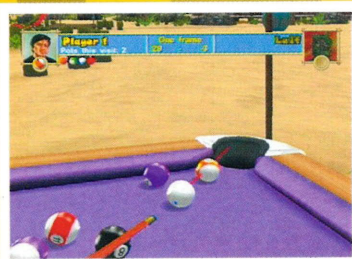
PLAYERS: 1-2

15-Ball

Obviously, as you can aim for any ball, concentrate on the higher-numbered ones for more points. However, you may want to play an easy pot on a lower ball to put you in good position for another high one.

Avoid rolling high-value balls slowly towards pockets – hit them hard enough that they'll rattle out if you miss. You don't want to leave an easy pot for your opponent.

Remember that you need 61 points to win a frame, so once you get near, you may only need one more ball to win – in which case, you don't have to worry about opening up the other balls.



Make the higher-numbered balls your priority, as they're worth more points.

Rotation

Although you have to aim for the lowest-numbered ball on the table, you can still pot other balls indirectly. So always look for possible plants and cannons to sink higher numbered balls.

Positioning of the cue ball for the next ball is critical in this game, so use the top-down view to judge the angles.

If there's no pot on, it's usually fairly easy to snooker your opponent – particularly when there are lots of balls still on the table. Remember that three fouls will lose him the match.

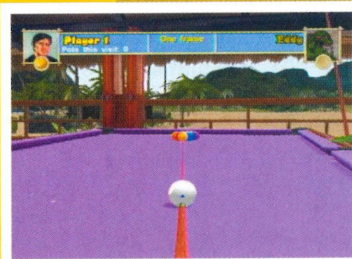


Snookering your opponent can force fouls for victory.

9-Ball

When breaking off, try moving the white a little to the side and aiming full ball at the 1, as this gives you a better chance of potting something – maybe even the 9 if you're very lucky. Also, don't put any spin on the cueball otherwise it'll get ricocheted around the table and is more likely to go in.

As you always have to hit the lowest-numbered ball first, positioning of the cue ball after a pot is critical. Make sure you can get



Try moving the white to the side for a better break.

Bowlfiards

As the scoring is exactly like ten-pin bowling, getting 'strikes' or at least 'spares' is the key to racking up a big score.

Try to smash the balls apart well from the break. However, note that any potted will be respotted.

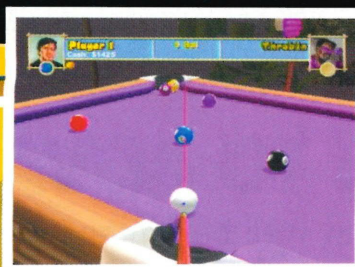
Don't go for a difficult pot if there's an easier one on – particularly if you're on your second visit to the table.

Try to get the cue ball into position to ensure another easy pot. Use the top-down view to help. Remember, you can afford to play totally aggressively, as you don't need to worry about leaving a shot for your opponent.

If there's a tight cluster of balls, you'll probably have to smash into them with the cueball at some point to continue the break, so plan ahead to get a good angle for this off another pot.

Killer

Unlike other game types, you don't want good position after a pot. So try to get the cue ball safe, to make it difficult for your opponent to make a pot. Early on in the game, leaving the cue ball on the back cushion is a good idea if there aren't any balls on the back corner pockets.



Here, hit the 2 onto the 9 to pot it and win the frame!

onto the next ball and don't leave yourself snookered!

If you can't pot a ball easily, play safe. Try to snooker the opponent to make him foul.

Always look out for possible plants or cannons from other balls to sink the 9 ball early – particularly if you can place the cue ball after the opponent has fouled.

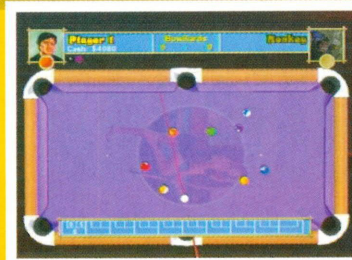
If you're up to the 8 ball, make sure you get good position on the 9 after potting it.

Even if left with a tricky pot on the 9 ball, you may as well go for it as it's hard to play a safety shot with just one ball left on the table.

You can apply similar tactics to 6 and 10-ball games.



Generally, you should go for the easiest pots first.



Use the top-down view to plan ahead for the next shot.

SPEND YOUR CASH

Apart from the various baizes, crazy tables and cues, you can buy the following items at the shop...

GADGETS:

LASER SIGHT (\$100)

A laser beam helps you aim. Buy this as soon as you start playing.

HUD Goggles (\$5,000)

These show the paths the balls will take. Great for tricky shots, but the goggles run out after a while!

ITEMS:

Stuffed Dodo (\$2,500)


Buy it and erm... look at it in its glass case. It doesn't seem to do much!

SUB-GAMES:

Coconut Shy (\$3,000)

Aim your cannon at the coconuts. Knock them all off within the time limit and you get to play another round.


Sleepool (\$3,000)

Roll balls up a ramp to land in target holes for points. Press  when the arrow is high for more power.

Hidden Cave (\$5,000)

In the cave you can play 'switch ball'. It's like standard 8-ball but with an extra ball – pocket this and you switch from spots to stripes, or vice versa.

Let's play darts! Aim with the right stick, then pull back with the left stick and push forward to throw – the speed determines the trajectory.

The classic Defender-style C64 game! Use  to zoom into the screen. Shoot the aliens before they abduct the humans.

WELCOME TO ADVANCE...

The talk of the town may well be Nintendo DS, but that won't stop developers delivering the goods on a system that has a worldwide installed base of 10 billion. Okay, maybe that's exaggerating a tad... anyway, DS, BS!

ADVANCE

⌚ Ever notice there isn't actually a game in this SP?



CUBE

INFO

PUBLISHER: THQ
DEVELOPER: SEGA
GENRE: PLATFORM
PLAYERS: 1-2
RELEASE: OUT NOW

STATS

■ UNLOCK SECRET CHARACTERS
■ USE TWO CHARACTERS AT ONCE

⌚ The bosses are massive, and for once, quite tough.



⌚ Hang on tight, Sonic! Doesn't that background remind you of Top Cat?

⌚ Hit the switches to gain points. Rack up eight and you'll get more lives.



Get ready for a dose of speed

SONIC ADVANCE 3

THE MECHANICS OF Sonic's third outing on the GBA come as little surprise, but when the formula for his 2D adventures are so well established, who are we to argue? Just like the previous games, it's your job to run around vast, cleverly laid out levels in the search for Chaos Emeralds. Once he gets going, Sonic lives up to his name and the levels pass in a blur, but as usual, getting him up to speed is definitely an exercise in patience. Just like Shaggy and Scooby would do when being chased by the local

caretaker draped in a table cloth, Sonic's legs will spend a good few seconds successfully failing to grip anything on the floor before he finally takes off (although thankfully, with Sonic we're spared the 'amusing' sound effects that were no doubt achieved by dropping a pile of tin cans into a pinball machine). This sounds like a harmless enough point to bring up, but in the heat of the moment, say – when on a tricky platforming section, or during a boss battle, this delayed response is very grating indeed. It certainly says something that after coming off *Sonic* and onto another platform title you feel a sense of relief

that your new character will do exactly what you tell him, when you tell him. However, we found that after a couple of levels of rings and loop-the-loops, you learn to adapt. Teaming up with a partner means that you can choose to play the game in two ways – using their combined skills to scour every inch of play area, or just as you usually would as 2D Sonic – racing around at breakneck speeds. The levels are well-designed, offering lots of scope for the Time Attack mode, and the boss fights are great fun. This is certainly the best *Sonic Advance* title yet.

CUBE
RATING
8.9

Whenever somebody takes a swing, the view changes.



CUBE

INFO

PUBLISHER: ATLUS SOFTWARE

DEVELOPER: AMUSEMENT VISION

GENRE: PLATFORM

PLAYERS: 1

STATS

REMAKE OF THE MD ORIGINAL

NEW GAME+ MODE

SHINING FORCE

RESURRECTION OF THE DARK DRAGON

Shine on
you crazy
diamond

Your portrait moves its mouth as you 'talk', giving the impression of a Kung-Fu film..

MEGADRIE FANS WILL recognise this one immediately. SEGA's sublime strategy RPG may be getting on a bit now, but we still have a soft spot for it in our hearts. The strength of *Shining Force* lies in its characters and story. It isn't original by any stretch of the imagination, but the narrative elements are presented with such wide-eyed honesty and 16-bit charm that its impossible to not get drawn in to a world where (as usual) light faces an eternal struggle against dark. Everything moves along at a cracking pace and unlike, say, *Advance Wars*, there is a strong RPG element that allows you to choose your own pace to play at and presents you with the

opportunity of finding secrets. However, as pleasant as it is to fall into the comfortable slumber offered by a 16-bit womb, snapping awake into our current time-stream shows that you don't need to resort to carbon dating to work out that *Shining Force* is older than some of our readers are. To list some of the problems that are simply a sign of age rather than they are necessarily faults on the designer's part: when you're moving your character about the map, you can't see their weapon range. Swapping weapons and items about is clunky and unintuitive, there is no real tutorial built into the introduction, the AI is dire (although there are 99

levels of difficulty, you just have to go through them in turn), and the RPG element results in the age-old formula of entering a town, buying weapons, exploring the map, entering a town, selling weapons, buying better ones... we could go on. Playing *Shining Force* is certainly no hassle, and it's seen as a classic for a reason. The characters are memorable, the story, while obvious, is well presented, the fighting is quick and fun, and it just has that grand adventure feeling to it all. But those weaned on the likes of *Advance Wars* and the latest *Fire Emblem* may be left wondering what all the fuss is about.

CUBE
RATING
8.4



CUBE



ISSUE THIRTY THREE

DIRECTORY



Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-house	1	No	No	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	N	N	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	N	N	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	N	N	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	N	N	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	N	Issue 9	7	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis	1-4	N	Issue 10	10	PAL	9.1
Animal Crossing	Nintendo	In-house	1-4	Y	N	12	NTSC	8.5
ATV 2	Acclaim	Climax	1-2	N	N	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	N	N	11	PAL	4.3
Baten Kaitos	Monolith Software	Namco	1	N	N	28	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	N	N	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Battle Houshin	Koei	In-house	1	Y	N	7	NTSC	7.0
Beach Spikers	SEGA	AM2	1-4	N	N	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	No	No	29	PAL	9.4
Billy Hatcher And The Giant Egg	SEGA	Sonic Team	1-4	N	N	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	N	N	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	N	N	18	PAL	8.3
Bionicle	EA	Argonaut	1	N	N	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	N	N	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	N	N	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	N	N	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	N	N	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	N	N	14	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	N	N	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	N	N	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	N	N	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	N	N	6	PAL	8.4
Capcom Vs SNK: EO	Capcom	In-house	1-2	N	Issue 10	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	N	N	30	PAL	7.0
Cel Damage	EA	In-house	1-2	N	N	6	PAL	4.3
Conan	TDK	Cauldron	1	No	No	32	PAL	4.2
Conflict: Desert Storm	Sci	Pivotal	1-4	N	N	18	PAL	8.2
Conflict Desert Storm 2	Sci	Pivotal	1-2	N	N	25	PAL	8.5
Crash Bandicoot	Vivendi	Eurocom	1	N	N	13	PAL	5.6
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	No	No	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	N	N	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	N	N	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	N	N	NTSC	8.5	
Dakar 2	Acclaim	In-house	1-2	Y	N	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	N	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	N	6	PAL	7.4
Dead To Rights	EA	Namco	1	N	N	22	PAL	6.8
Defender	Midway	In-house	1-2	N	N	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	N	19	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	N	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	N	N	24	Pal	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	Y	N	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	N	N	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	N	6	PAL	5.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

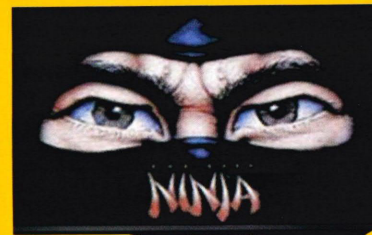
⌚ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
Doshin The Giant	Nintendo	In-house	1	N	N	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	N	N	26	PAL	4.5
Dragon's Lair 3D	THQ	Dragonstone	1	No	No	32	PAL	4.0
Dream Mix TV World Fighters	Hudson	Fighting	1-4	N	N	30	NTSC	3.4
Dr Muto	Midway	In-house	1	N	N	17	PAL	5.0
Driven	Bam!	In-house	1-2	N	N	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	N	11	PAL	5.2
Enter The Matrix	Infogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	Y	N	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	N	N	26	PAL	6.5
Goblin Commander	Jaleco	In-house	1	N	N	30	PAL	6.2
Godzilla: Damm	Infogrames	Pipeworks Studios	1-4	N	N	13	PAL	4.0
GT Cube	MTO	In-house	1	N	N	22	NTSC	4.9
Harry Potter: COS	EA	Eurocom	1	N	N	14	PAL	7.0
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	No	No	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	Y	N	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	N	Issue 22	21	PAL	7.9
Hulk	Vivendi	Radical	1	N	N	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	N	N	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	N	N	30	NTSC	7.5
ISS 2	Konami	Major A	1-4	N	N	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	N	N	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	N	N	14	PAL	4.7
Jimmy Neutron: Boy Genius	THQ	In-house	1	N	N	18	PAL	4.0
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	No	No	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	N	N	11	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	N	N	16	NTSC	8.9
Kirby Air Ride	Nintendo	In-house	1-4	N	N	30	PAL	7.0
Knights Of The Temple	TDK	Star Breeze	1	N	N	31	PAL	5.5
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Zelda: Four Swords +	Nintendo	In-House	1-4	Yes	No	32	NTSC	9.4
Legend Of Zelda: WW (import)	Nintendo	In-house	1	Y	Issue 19	15	NTSC	9.5
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	Y	Issue 19	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-house	1-4	N	N	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-house	1-4	N	N	7	PAL	4.6
Looney Tunes Back In Action	EA	Warthog	1	N	N	31	PAL	6.0
Lost Kingdoms	Activision	From Software	1	N	N	8	PAL	7.0
LOTRs: Return Of The King	EA	In-house	1-2	N	N	26	PAL	5.8
LOTR: The Two Towers	EA	In-house	1	N	N	16	PAL	7.7
Luigi's Mansion	Nintendo	In-house	1	N	Issue 1	6	PAL	7.8
Madden 2004	EA Sports	In-house	1-4	N	N	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	In-house	1-4	Y	N	23	NTSC	8.5
Mario Kart: Double Dash!	Nintendo	In-house	1-16	N	N	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	N	N	13	PAL	9.0
Mario Party 5	Nintendo	Hudson	1-4	No	No	27	PAL	7.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	N	N	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	N	Issue 15	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-house	1-4	N	N	25	PAL	9.0
Mega Man Network Transmission	Capcom	In-House	1	N	N	22	PAL	7.9
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	N	N	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	No	No	27	PAL	7.9
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	N	N	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	Y	Issue 18	17	PAL	9.6

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

NINJAS IN GAMES

Ninjas are by definition the coolest people ever. They flip out all the time and cut heads off all the time. Brought to you in honour of www.realultimatepower.net. Awesome.



THE LAST NINJA

He's the first and the last, a paradox just like the fact that ninjas don't give a crap but are at the same time very careful and precise. He wouldn't mind chopping heads off if he actually could.



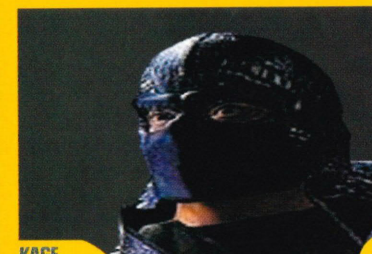
SHINOBI

That's just the name of the game. You actually play as nut-job ninja Joe Musashi, an expert with shurikens, guns and ninja magic. He hates Spider-Man and likes pink ninjas. Maybe he's just, er, happy.



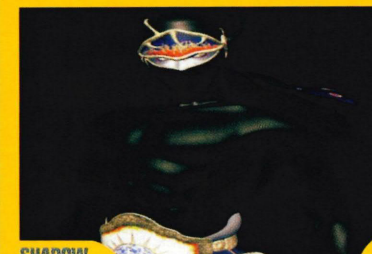
LO WANG THE SHADOW WARRIOR

Never heard of him. But he did 'star' in a totally sweet and awesome (probably) Duke Nukem style of thing. Best thing though are his weapons and the fact he can summon demons with a pulsating heart.



KAGE

The tricky, fiddly ninja in Virtua Fighter. Damn cool though because he can get ring-outs even in walled arenas. Never could do it ourselves. We're pretty awesome, just not awesome enough to be ninjas.



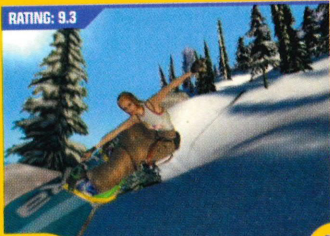
SHADOW

Yeah this guy is the nuts. A dispassionate loner who only loves his dog and has nightmares when he sleeps. Almost as hard as Sabin and he can carry two weapons. Totally frickin' awesome.

RAD SPORTS GAMES

Those games that let you do cool things with wood, but without making you wear baggy jeans or having you fall over in the town square and being laughed at by tramps.

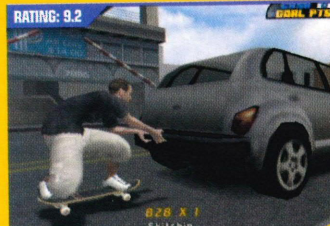
RATING: 9.3



SSK 3

With one HUGE mountain to conquer and several ways of going about it, the SSK brand developed even daffier tricks and more ridiculous sayings. Gnarly.

RATING: 9.2



TONY HAWK'S PRO SKATER 4

Just before (well about a year anyway) he turned you into a THUG you could fill the Bird-man's squeaky trainers and ollie over elephants. Rad-ish.

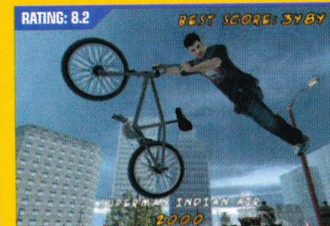
RATING: 9.0



1080° AVALANCHE

The snowboarding game that's as good, but very different to SSK. It's down to whether you prefer racing to tricks and being chased down a mountain by an avalanche. Rumble.

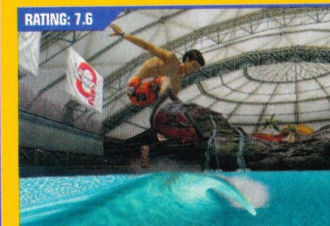
RATING: 8.2



MATT HOFFMAN'S PRO BMX 2

Takes the old-skool Tony adage of two mins per level and multiple challenges to complete. Then you can unlock videos of the Hoffmeister's tour across America. Grind.

RATING: 7.6



KELLY SLATER'S PRO SURFER

Surfing, class! Yeah, ride the waves, do some tricks, score some chicks and then turn it off. And that bit about the chicks, we made that up. Wet.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Micro Machines	Infogrames	Sheffield House	1-4	N	N	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	N	N	15	PAL	5.0
Mission: Impossible Operation Surma	Atari	Melbourne House	1	N	N	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	No	No	32	NTSC	5.8
Mortal Kombat: DA	Midway	In-house	1-2	N	N	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	Y	N	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	N	N	11	PAL	7.1
Naruto 2	Tomy Dream Energy	Eighting	1-4	N	N	31	NTSC	7.0
NBA 2K3	Infogrames	Nintendo	1-4	N	N	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	N	N	26	PAL	7.3
NBA Street	EA	NFX	1-2	N	N	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	N	N	12	PAL	5.3
Need For Speed Underground	EA	Black Box	1-2	N	N	26	PAL	6.5
NFL Quarterback Club 2002	Acclaim	In-house	1-8	N	N	4	PAL	6.1
NFL Street	EA	EA Big	1-2	NO	No	29	PAL	8.6
NHL 2004	EA	EA Sports	1-4	N	N	24	PAL	8.5
NHL Hitz 2002	Midway	Blackbox Games	1-4	N	N	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	N	N	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	N	N	11	NTSC	8.6
Nightfire	EA	In-house	1-4	N	N	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	Y	N	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	N	N	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	N	N	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	N	N	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	Y	N	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	N	N	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	N	N	5	NTSC	6.1
Phantasy Star Online I-II	Infogrames	Sonic Team	1-4	N	N	16	PAL	7.5
Pikmin	Nintendo	In-house	1	N	Issue 7/8	7	PAL	9.0
Pitfall: The Lost Expedition	Edge Of Reality	In-house	1	N	N	30	PAL	7.8
P.N.03	Capcom	In-House	1	N	Issue 23	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	N	N	21	NTSC	2.9
Pokémon Channel	Nintendo	In-house	1	N	N	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	Yes	No	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	N	N	31	PAL	8.0
Prince Of Persia: The Sands Of Time	Ubisoft	Ubisoft Montreal	1	No	No	29	PAL	9.3
Product No 03	Capcom	In-house	1	N	N	19	NTSC	8.3
Pro Rally	Ubi Soft	In-house	1-2	N	N	13	PAL	5.9
Puyo Pop Fever	SEGA	Sonic Team	1-4	N	N	30	PAL	7.8
Rally Championship	SCI	Warthog	1-4	N	N	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	N	N	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	N	N	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	N	N	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	N	N	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	N	N	9	PAL	6.0
Resident Evil	Capcom	In-house	1	N	Iss. 11	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	N	N	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	N	N	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	N	N	16	PAL	9.0
Robotech: Battlecry	TDK	Mediactive	1-2	N	N	13	NTSC	8.0
Rockman EXE Transmission	Capcom	Akira	1	N	N	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	N	1	PAL	8.3
Rogue Ops	Kemco	Bits Studio	1	N	N	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	N	Y	26	PAL	9.0
R: Racing Evolution	EA	Namco	1-2	No	No	29	Pal	8.4
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	N	13	PAL	5.2
Scooby Doo Mystery Mayhem	THQ	Art. Mind & Move	1	N	N	31	PAL	6.6
SEGA Soccer Slam	SEGA	Blackbox Games	1-4	N	N	11	PAL	9.0
Serious Sam: Second Encounter	Take 2	Climax	1-4	No		32	PAL	8.0
Shikigami No Shiro II	KSG	Alfa System	1-2	No	No	27	NTSC	7.2
Simpsons Road Rage	EA	Radical Ent	1-2	N	N	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	N	N	5	PAL	3.8
Skies Of Arcadia Legends (import)	SEGA	Overworks	1	N	Issue 20	16	PAL	9.0
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Issue 20	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	N	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	N	1	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	N	6	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	N	20	PAL	6.1
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

➔ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Sonic Heroes	SEGA	Sonic Team	1-4	No	No	29	PAL	7.0
Soul Calibur 2	Nintendo	Namco	1-2	N	Y	24	NTSC	9.2
Spawn: Armageddon	EA/Namco	Point Of View	1	N	N	30	PAL	5.3
Speed Kings	Acclaim	Climax	1-2	N	N	21	PAL	6.7
Sphinx And The Cursed Mummy	THQ	Eurocom	1	No	No	29	PAL	8.7
Spider-Man: The Movie	Activision	Treyarch	1	N	N	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	Y	N	19	PAL	8.8
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	No	No	29	PAL	6.8
Spyhunter	Midway	Point Of View	1-2	N	N	7	PAL	5.9
SSX3	EA	EA Big	1-2	N	N	25	PAL	9.3
SSX Tricky	EA	EA Big	1-2	N	N	7	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	N	Issue 12	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	N	N	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	N	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	Issue 2/3	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	N	N	13	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	N	N	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	N	N	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	N	N	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	N	Issue 11	10	NTSC	9.4
Super Monkey Ball	SEGA	Amusement Vision	1-4	N	N	6	PAL	9.0
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	N	16	PAL	9.1
Super Smash Bros. Melee	Nintendo	In-house	1-4	N	Issue 6	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	N	N	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	N	N	30	PAL	8.6
Tales Of Symphonia	Namco	In-house	1-4	N	N	25	NTSC	7.8
Taz Wanted	Infogrames	Blitz Games	1-2	N	N	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	N	N	31	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	N	N	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	N	N	26	PAL	7.1
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	N	N	23	PAL	8.0
The Simpsons: Hit & Run	Vivendi	Radical	1	N	N	26	PAL	7.4
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	Yes	No	27	PAL	8.2
The Tasmanian Tiger	EA	Krome Studios	1	N	N	13	PAL	4.8
Tiger Woods 2004	EA	In-house	1-4	Y	N	24	PAL	8.8
Tiger Woods PGA Tour 2003	EA	In-house	1-2	N	N	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	N	Issue 1	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	Issue 4	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	N	N	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	N	N	26	PAL	9.0
Top Angler	Xicat	Sims Co	1	N	N	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	N	N	10	PAL	6.9
True Crime Streets Of LA	Activision	Luxoflux	1	N	N	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	N	N	11	PAL	6.1
UFC Throwdown	Ubi Soft	Crave	1-4	N	N	11	PAL	6.4
Universal Studios	Kemco	In-house	1	N	N	6	PAL	3.0
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	N	N	30	PAL	3.6
Vexx	Acclaim	In-house	1	N	N	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	N	25	25	PAL	8.6
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	Issue 10	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	N	N	21	PAL	7.8
Wario Ware	Nintendo	In-house	1-4	Yes	No	27	NTSC	8.2
Wario World	Nintendo	Treasure	1	N	N	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	N	Issue 5	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	N	N	17	NTSC	9.2
Worms 3D	DEGA	Team 17	1-4	N	N	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	N	N	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	N	N	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	N	N	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	N	N	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	N	N	21	PAL	6.8
WWE: Wrestlemania XIX	THQ	Yukes	1-4	N	N	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	N	N	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	N	N	23	PAL	9.0
XIII	Ubi Soft	In-house	1	N	N	26	PAL	8.2
X-Men 2: Wolverine's Revenge	Activision	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activision	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

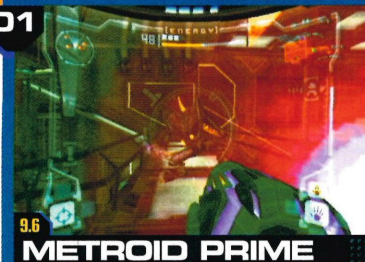
Shoot-'em-up

Action

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01



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METROID PRIME

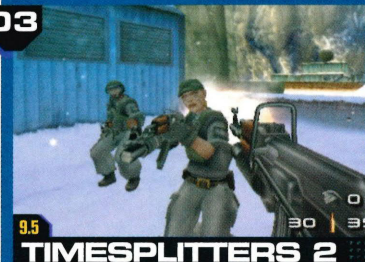
02



9.5

THE LEGEND OF ZELDA

03



9.5

TIMESPLITTERS 2

04



9.4

ZELDA: FOUR SWORDS +

05



9.4

F-ZERO GX

06



MARIO KART: DOUBLE DASH!!

2003/NINTENDO

07



SUPER MARIO SUNSHINE

2002/NINTENDO

08



BURNOUT 2

2003/ACCLAIM

09



SSX3

2003/ELECTRONIC ARTS

10



PIKMIN 2

2004/NINTENDO

Next Month... Next Month... Next Month... Next Month...

HORIZON

HANDS-ON!



METROID PRIME 2

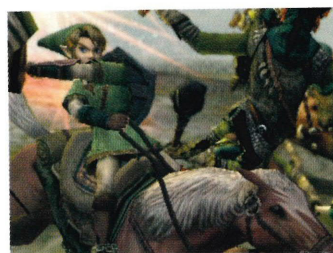
➤ THE GIRL IS BACK IN TOWN!

We're going to spend hours playing this, and then we're going to bring you a mammoth In-Depth featuring never-before-seen screenshots and a sweet video to go with it. Can you really ask for more than that?

LEGEND OF ZELDA

➤ WELCOME BACK TO HYRULE!

Seen all the screens in our Up-Front? Want more? Stupid question, right? Next issue we'll be blowing the E3 demo apart and telling you all you need to know about the spiritual successor to *Ocarina Of Time*.



EXCLUSIVE
IN DEPTH

STUDIO EYE

➤ EYE OF THE TIGER

ZOONAMI

We're determined to find out what's going on behind the closed doors at Zoonami. Anyone remember our Where Rare? feature? We might well have to re-enact that to get anywhere near, but hey... we're tuff enuff.

SOLUTION

➤ THE WHOLE GUIDE IN ONE ISSUE

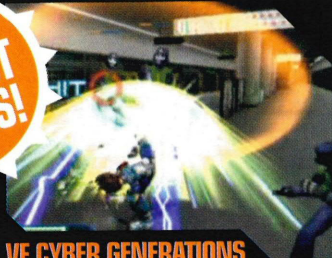
MARIO GOLF: TT

The ultimate guide to Nintendo's golf title... the one that really should have been out last year. Never mind, it's a great start to the summer, that's for sure. Mmm, we can already smell the freshly cut grass.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

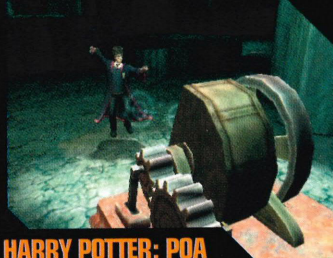
Definitive reviews of **ALL** the latest GameCube titles, including:

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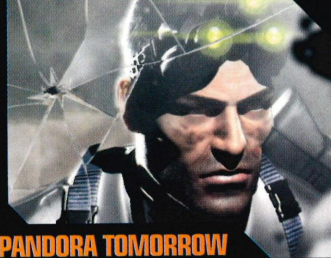
VF CYBER GENERATIONS

Virtua Fighter on the GC? Well, kinda... but not really.



HARRY POTTER: POA

More of the same, just like the movie really.



PANDORA TOMORROW

Like the Xbox version, but without all the cool stuff.

PLUS



- Star Fox
- Mario Tennis
- Fire Emblem
- Advance Wars
- Second Sight
- NASCAR 2005
- TimeSplitters 3
- Viewtiful Joe 2
- Paper Mario 2
- Mario Party 6
- Tales Of Legendia
- StarCraft GHOST

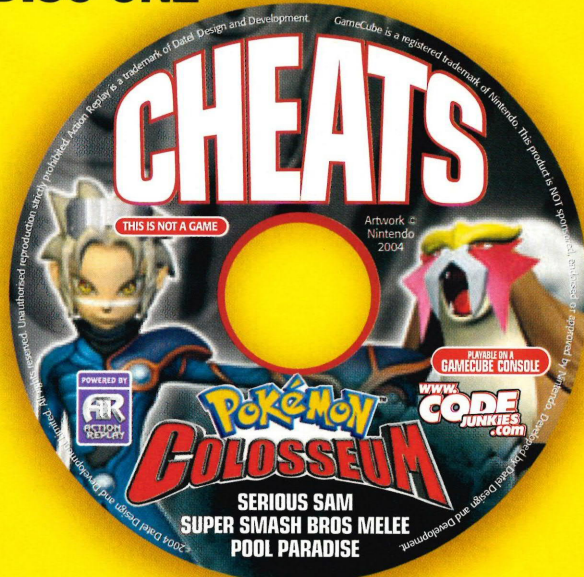
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Oh, if you've got any games in particular that you need cheats for, just email us and you never know — it may just happen.

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CHEATS DISC



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- NINTENDO DS
- LEGEND OF ZELDA

**RESERVE
YOUR COPY
TODAY**

PAGE 31

BACK ISSUES

MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only. Overseas prices available on request.



ISSUE TWENTY SEVEN

Like *Splinter Cell*, do you? What about six pages of new *Pandora Tomorrow* screens? Want an In-depth on *Pokémon Colosseum*? You got it! Plus lots more! Such as *Mario Party* and *Harry Potter*, cool!



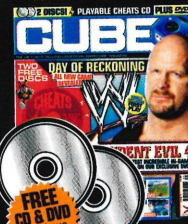
ISSUE THIRTY

FF: CC, MGS: TTS, REC: VX, P: TLE, DMTVWF – acronyms they may be but they're just some of the games in this issue's swollen reviews section. There's also *Zelda*, *Killer 7* and *Pandora Tomorrow* previews. Love it.



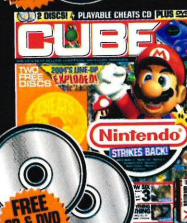
ISSUE TWENTY EIGHT

Would you believe it? A bunch of hairy games journalists banging along to a monkey? Not as perverse as it sounds, though, just the first review of *Donkey Konga*. Plus reviews of *Pokémon Colosseum*, *Rogue Ops* and *Baten Kaitos*!



ISSUE THIRTY ONE

We get all sweaty over *WWE Day Of Reckoning* and mess about with the *Jap 4 Swords*. Elsewhere there's farming action with *Harvest Moon* and we get blisters from *Naruto 2*. Plus the best back page ever... so far.



ISSUE TWENTY NINE

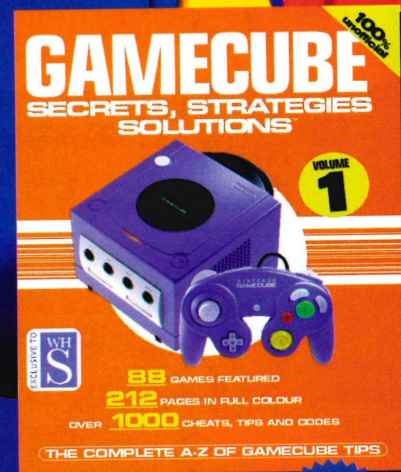
Ubisoft's masterpieces *Prince Of Persia* and *BG&E* finally receive their **CUBE** reviews. Plus *007 EON*, *R: Racing* and *Sonic Heroes*. We look at the future for Nintendo and it works! And a full guide to *The Sims*.



ISSUE THIRTY TWO

Get the first look at a wafer-thin Mario, get to first base with *Second Sight*, get caught up in *Pokémon* snagging and get somewhat peeved at *Conan*. Look, just get it, it's brilliant. We know because we wrote it.

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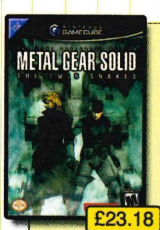
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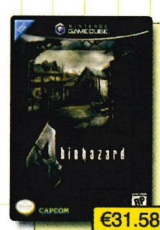
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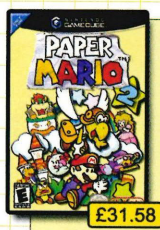
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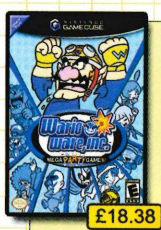
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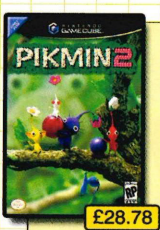
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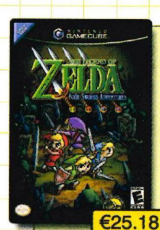
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5. Madam's Unpaid Bill
6. Date With Male Star
7. You've Scratched My Car
8. Irritating Lost Friend
9. Daughter's Pregnant
10. Escaped Vulture
11. Irate Delivery Driver

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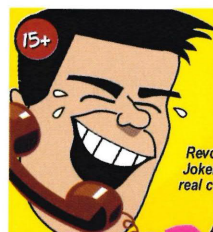
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- "celebrity date" - won a date with a celeb
- "last night" - met last night had a gr8 time
- "pizza" - ordered a pizza
- "porky" - ordered a pot belly pig
- "taxi" - ordered a taxi

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4. STD Clinic
- they've caught a dose!
5. It's the Inland Revenue
- we'd like a word, please!
6. Drugs Survey
- do they know more than they should?
7. Model Idol
- they're selected for the first round!
8. Win a Million on TV
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Alone in the Dark 4
Alundra 2
Army Men: Lock & Load
Bayblade
Breath of Fire 4
Broken Sword
Broken Sword 2
Com. & Conq.: Retaliation
Digimon World 3
Dino Crisis 2
Dracula Last Sanctuary
Driver 2
Duke Nukem: Time to Kill
Duke Nukem: Land of Babes
Fear Effect
FIFA 2004
Final Fantasy 7
Final Fantasy 8
Galentines
Hogs of War
In Cold Blood
Italian Job
MediEvil
Metal Gear Solid
Rainbow 6
Silent Hill
Smackdown 2
Spec Ops: Covert Assault
Spiderman
Spyro 3: Year of the Dragon
Star Wars: Phantom Menace
Tomb Raider 3
Tony Hawk's Pro Skater 2
Tony Hawk's Pro Skater 3
Yu-Gi-Oh! Forbidden Mem.
Plus Many More...

X-BOX

Agent Under Fire
Aliens vs Predator: Extinction
Blink: The Time Sweeper
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout 2 Point of Impact
Champ. Manager '01/'02
Championship Manager '02
Commandos 2
Conflict: Desert Storm
Counterstrike
Deus Ex: Invisible War
Dino Crisis 3
Elder Scrolls: Morrowind
Enclave
England Int. Football
Enter the Matrix
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Extreme G Racing Associat.
FIFA 2004
Full Spectrum Warrior*
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Halo
Hitman 2: Silent Assassin
Hitman 3: Contracts
James Bond 007: Nightfire
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Knights of the Old Republic
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: R. of King
Mace Griffin: Bounty Hunter
Mafia
Manhunt
Metal Arms: Glitch in System
Metal Gear Solid 2: Subst.
Midnight Club 2
Mission Impossible: O.Surma
Need for Speed Undergrnd
Oddworld Munch's Oddysee
Operation Flashpoint*
Prince of Persia: S. of Time
Project Gotham Racing 2
R. Racing
Rainbow Six 3
Return to Castle Wolfenstein
Sega GT 2002
Silent Hill 2: Inner Fears
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Splinter Cell
Splinter Cell 2 Pandora T.
SSX 3
Star Wars: Knights Old Rep.
Stargate: The Ark of Truth
Tenchu: Ret. from Darkness
The Sims: Bustin' Out
The Thing
Tiger Woods Golf 2003
TOCA Race Driver
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
Underground, N. for Speed
Unreal 2: The Awakening
Unreal: Championship Ed.
World Championship Rugby
Worms 3D
XIII (Thirteen)
Plus Many More...

PS2

Age of Empires 2
Agent Under Fire
Alone in the Dark 4
Angel of Darkness
Bad Boys 2
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Def Jam Vendetta
Deus Ex
Die Hard: Vendetta
Dragon Ball Z: Budokai 2
Dynasty Warriors 3
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
FIFA 2004
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Freedom Fighters
Getaway
Ghost Hunter
Gran Turismo 3
Gran Turismo 4 Pro. Ed.*
Grand Theft Auto 3
Grand Theft Auto: Vice City
Harry Potter & Pof Azkaban
Hitman 2: Silent Assassin
Hitman 3: Contracts
James Bond: E. or Nothing
Jurassic Park: Op. Genesis
Killswitch
LMA Manager 2003
LMA Manager 2004
Mace Griffin: Bounty Hunter
Mafia
Manhunt
Matrix: Enter the
Max Payne 2
Medal of Honor: R. Sun
Metal Gear Solid 2
Monkey Island, Escape from
Need for Speed Undergrnd
Operation Winback
Premier Manager 2002
Premier Manager 2003
Prince of Persia: S. of Time
Project Zero 2
Rainbow Six 3
Ratchet and Clank
Red Dead Revolver*
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Rogue Ops
Silent Hill 2
Silent Hill 3
Sims: Bustin' Out
SOCOM 2: US Navy Seals
Sphinx & Cursed Mummy
Splinter Cell
Splinter Cell 2: Pand. T.*
Star Trek: Shattered Univ.
Teenage Mut. Ninja Turtles
The Fast and the Furious*
The Getaway
Theme Park World
Tomb Raider: Angel of Dark.
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
UEFA Euro 2004*
Yu-Gi-Oh! Duellists of Roses
Plus Many More...

GAME CUBE

A = 01
A Goddess Reborn
A Wonderful Life*
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Truck
Animal Crossing
Aquaman: Battle for Atlantis
ATV Quad Racing 2
Avalanche - 1080*
B = 02
Back in Action
Back to Baghdad
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battletary, Robotech
Beach Bandits Rocket Power
Beach Spikers
Beyond Good and Evil*
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Bionicle
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm, Wave Race
BMX XXX
Bomberman Generation*
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims
C = 03
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Code Veronica X
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'oot: Wr. of Cortex
Crash Nitro Kart
Crush Hour, WWE
Crystal Chronicles
D = 04
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2

Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Doshin the Giant
Double Dash, Mario Kart
Dr. Muto
Dragon Ball Z: Budokai
Dredd vs Death
Driven
E = 05
Egga Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
ESPN Int. Winter Sports '02
Enter the Matrix
ESPN Int. Winter Sports '02
Enter the Matrix
Euro 2004
Everything or Nothing: 007
Evolution Skateboarding
Evolution, Turko
Extra Large, Shrek
F = 06
F1 2002
Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Live
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freaky Flyers
Freedom Fighters
Freestyle
Freeride, Tarzan
Frontline, Medal of Honor
F-Zero GX
G = 07
Gladius
Glitch in the System
Goddess Reborn
Goddzilla: Destroy all Monst.
Gotcha Force
H = 08
Harry Potter & Ch. of Secrets
Harvest Moon 2: Wond. Life
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hulk
Hunter: The Reckoning
I = 09
Ikaruga
Inter. Superstar Soccer 2
Italian Job: L.A. Heist
J = 10
James Bond 007: Nightfire
James Bond: Agent Under F
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Judge Dredd: Dredd v Death
K = 11
Kirby's Air Ride
L = 12
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg. of Zelda: Majora's Mask
Legends of Wrestling 2

Legends of Wrestling 2
Looney Tunes: Back in Action
Lord of the Rings: E. of Ring
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 13
Madden NFL 2002
Magical Mirror
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Arms: Glitch in System
Metal Gear Solid: T. Snakes
Metaloid Prime
Minority Report
Mission Impossible: O.Surma
Mortal Kombat: Deadly All.
MX Superfly
Mystic Heroes
N = 14
Need for Speed Undergrnd
Need for Speed: H. Pursuit 2
NFL Street
O = 15
OO7 Nightfire
P = 16
PN 03
Phantasy Star Online
Pikmin
Pokemon Channel
Pokemon Colosseum
Pool Paradise
Prince of Persia: S. of Time
Q = 17
Quidditch World Cup
R = 18
Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rocky
Rogue Leader
Rogue Ops
S = 19
Samurai Jack: Shad. of Aku
Scooby Doo: Night of 100 F.
Scorpion King
Sega Soccer Slam
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Sphinx & Cursed Mummy

Spiderman The Movie
Spirit Dimensions
Splinter Cell
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Stargate: The Ark of Truth
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
T = 20
Tak and the Power of Juju
The Hobbit
The L. of Zelda: Majora's M.
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Simpsons: Hit & Run
The Sims
The Sims: Bustin' Out
Thirteen
Tiger Woods Golf 2004
Time Splitters 2
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turko, Evolution
U = 21
UEFA Euro 2004
Uli. F. Champ: Throwdown
Ultimate Muscle
Underground, N. for Speed
Underground, Tony Hawk's
Universal Studios Adventure
V = 22
Viewtiful Joe
Virtua Striker 3: v2002
W = 23
Wario World
Whirl Tour
Wind Waker
Wolverine's Revenge
Worms 3D
Worms Blast
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Wrestlemania X8
WWE Wrestlemania XIX
X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Z = 26
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
Zoocube
0-9 = 27
007 Agent Under Fire
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Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Pokemon Yellow
Ruby Pokemon
Sapphire Pokemon
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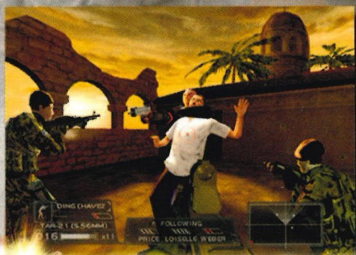
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